DM18 ■ 475 PTAS

A NEWSFIELD PUBLICATION
No.89 JUNE 1991

CRASH

MAGAZINE AND TWO CASSETTES £2.99

SINCLAIR SPECTRUM GAMES

TWO BRILLIANT CASSETTES FEATURING TEN *TEN!!!* ITEMS!

- ASTROCLONE *Complete game!*
- ON THE RUN *Complete game!*
- SKULL & CROSSBONES *Playable demo!*
- SOCCER CUP QUIZMASTER *Complete game!*
- SEA BATTLES *Complete game!*
- POKEMANIA *Pokes on tape!*

PLUS

CODEMASTERS!

Absolutely brilliant:

- BMX SIMULATOR *Full game!*
- PHANTOMAS *Full game!*
- FRUIT MACHINE SIM *Full game!*
- DIZZY *Full game!*

If your tapes aren't here ask your newsie where they are!

OLIVER FREY

EXCLUSIVE REVIEW!

MERCS

US Gold's blood-thirsty blaster explodes!

BARGAINS, AHOY! The best in compilations reviewed and rated!

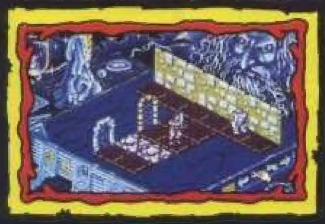
ON THE SAM COUPE: Klax and Escape from the Planet of the Robot Monsters REVIEWED!

GAMES: HUNT FOR RED OCTOBER!
SHADOW WARRIORS! DOMINION!
RBI2 BASEBALL!
QUICK DRAW McGRAW!
DIRT TRACK RACER! WACKY RACES!
ENGLAND CHAMPIONSHIP SOCCER!
AND MANY, MANY MORE

9 770954 866045 06

From the best selling role-playing game Gremlin brings you...

COMPUTER ADVENTURE IN A WORLD OF MAGIC



Screen shots from Amiga version

Gremlin Graphics Software Ltd.,
Carver house, 2-4 Carver Street,
Sheffield S1 4FS
Tel: (0742) 753423

GREMLIN®

Available On:
Amiga • Atari ST/STE •
Spectrum, Amstrad and
C64 cassette & disk
(PC VERSION AVAILABLE SUMMER 91)

HeroQuest © 1990 Milton Bradley Ltd

89

CRASH

CONTENTS

3 GAME THRILLS
Five power-packed pages of game thrills — more than ever before! On the Powertape: *Astroclone* (Hewson)! *Sea Battles* (Atlantis!), *Skull & Crossbones* demo (Tengen)! On *The Run* (Design Design)! *Soccer Cup Quizmaster* (Powertape)! and *Pokemania!* Plus (gasp!) on your Codies tape: *Phantomas*, *Dizzy*, *BMX Simulator* and *Fruit Machine Simulator*! Blimey!

9 PREVIEWS
We've scoured the length and breadth of the country to bring you early shots of *Dominion*, *Wacky Races*, *Dirt Track Racer*, *Stack Up* and *England Championship Special*! Well, actually the Post Office did all the fetching and carrying (a bit tortoise-like, weren't you?).

13 WIN A CONSOLE!
Lummo! A **Sega Master System** console must be won! So must a copy of **US Gold's** Sega *Gauntlet*! And, don't forget, 20 copies of *Gauntlet* on the Speccy!

14 LIVE CIRCUIT
Heeeeeeeere's Lloyd (and Enor) with another pot-pourri of postal missives! Plus see the winning entry of our Jetman compo in this month's strip! And all the news, Hi-Firers and Bug Box snorties! Hurrah!

23 SAM PAGE
A sound sampler! A MIDI-type arrangement! A Nick Roberts Demo Disk! Golly, it's all happening on the Coupé front this month, isn't it?

25 DJ NICKO'S TIPS
Don't let yourself be beaten to a pulp — tackle the toughest in games with more tips, tricks and tactics from the DJ who actually hasn't done a gig for about six months (the clot!).

31 OPEN THE BOX!
Take the money! No, open the box! Yes, indeed open the box and discover a wealth of smash hit games now appearing in compilation form!

39 REVIEWS
Oooooo, dear! Most of the game prices have gone up (thanks, Norman) so we're going to be a little bit tougher on the marking. So there. Games worth checking out this month include: *MERCS*, *Shadow Dancer* and *RBI 2*!

50 BACKPAGE
Good old *almost legendary* backpage, eh? Another month, another set of stupendous prizes up for grabs! Yippee! Win a brilliant remote-controlled All Terrain Vehicle and a year's supply of **Zeppelin** and **Impulze** games! Cripes!

GAME thrills

This is all rather a bit special, isn't it viewers? Two tapes packed with some real corkers! You've got your usual dose of mega-play action on the Powertape and a very special compilation put together by Code Masters featuring four of their top games! Okay, so it's all costing you an extra quid — but one measly pound for a Code Masters collector's item? Can't be bad, can it? Indeed not (that's why we're doing it all again next month). Yup, another extra-special compilation pack next month and news about the transformation CRASH is going to take at the start of the summer holidays! Hold onto your hats and hold tight for the ride of your life!! Byeeeeee!

THRILLS ON TAPE

Where to find the action!

■ TAPE ONE ■

SIDE A
Astroclone
Sea Battles
Skull & Crossbones demo

SIDE B
On The Run
Soccer Cup Quizmaster
Pokemania

■ TAPE TWO ■

SIDE A
Phantomas
Dizzy

SIDE B
BMX Simulator
Fruit Machine Simulator

Check the inlays for loading instructions.

Should your **Powertape** tape prove faulty, send it in its box to: **NEWSFIELD, CRASH TAPE CLINIC MAY (88), Ludlow, Shropshire SY8 1JW.**

Should your **Code Masters** tape prove faulty, send it in its box to: **NEWSFIELD, CRASH CODE MASTERS TAPE CLINIC MAY (88), Ludlow, Shropshire SY8 1JW.**

A healthy Powertape or Code Masters tape will wing its way back to you!

ASTROCLONE

● **Hewson hit the aliens!**

You want something big? You want something adventurous? You want something that'll keep you 'occupied' for ages? Well, come for a meal at Ludlow's curry house (loo paper shortage, ahoy!). However, if you want all that and something that gives you complete control of the galaxy, this is it! One of Hewson's classics — *Astroclone*!

Astroclone has three separate parts: a shoot-'em-up sequence, a strategic element and an adventure section. The idea of the game is to knock out all the Seiddab bases (in the adventure section) and shoot down Seiddab cruisers en route to the bases (arcade section). The strategic element of the game lies in choosing the route you take to achieve the overall aim.

You begin the game in a nice safe location, the Astroclone Assault Craft, in control of a Clone — you can get the 'feel' of Clone control in comfort before you begin the game itself.

On the floor is a square energy point. On the right-hand wall is an oxygen cylinder and a triangular computer console. You take off using the computer console (passing into space combat) and enter a stargate to reach the strategic phase. Move the Clone over to the console and you'll take off!

The stargate is shown as a yellow diamond at the top of the main display, but it may be off-screen sometimes. Fly your spacecraft forwards and upwards until the stargate appears and then fly over it. You're now in the...

STRATEGIC PHASE

The strategic map is the key to the overall progress of the game. It shows the location and strength of your forces and the Seiddab forces around each star sector. Sectors with your ship are coloured yellow, the current sector is white and Seiddab controlled sectors are green. In each box there may be numbers. The top number, next to a space ship symbol, shows the number of your ships in that sector. The bottom number, next to a skull, indicates the amount of Seiddab forces in that area.

Moving a ship...
You can move any number of ships during the

● **Kill, maim, shoot! The attacking bit in *Astroclone***

GAME thrills

strategic phase, except those in an Seiddab occupied sector. The message area gives prompts to help you. To move a ship, lock onto it by moving the white highlighter over the sector and press fire. The ship can be moved any number of sectors joined by stargates. Once moved into a sector with a Seiddab in it you can no longer move. To end the ship's movement unlock the highlight by pressing fire. Before the strategic phase begins the Seiddabs move and may launch more ships. You can block their movements by maintaining a majority of ships in each contested sector.

Reinforcements...
Each time you score 1,000 a new ship appears at Sol, up to 25 new ships may be awarded.

Ending the phase...
You can end the phase on a sector with both Seiddab and your ships present by placing the white highlight over it and pressing fire. Alternatively, you may wish to enter a sector with only your forces present, enabling you to locate and enter a Seiddab starbase. To do this select the sector by highlighting but do not move any ships. Press fire a second time. In either case you move into...

SPACE COMBAT PHASE

The message screen displays the number of your ships and Seiddabs in the sector. You have up, down, left and right control of your spacecraft. Fire controls your laser. If the sector contains a Seiddab starbase you'll see a small satellite that fires at you. Docking with this enables you to attack the base. However, you can't dock until all the Seiddab cruisers have been destroyed. Entering a stargate (pulsing diamond shape) returns you to the strategic phase.

Each Seiddab cruiser will be proceeded by an attack wave (lumme!). When you've blasted them all and found a satellite (if there is one) you can dock with (fnarr!) and enter...

GROUND COMBAT PHASE

Here be Seiddabs (yech!). Your Clone is shown in his two-room spaceship. In one room is the console allowing him to take off again and in the other is the teleport beam-down thing which places you in the Seiddab base. There are various modes of control, as shown on the icon display at the lower left of the screen.

Selection mode...
When fire is depressed (except in laser mode) you can select up (movement mode), right/left (arm mode), down (laser mode). The selected icon will light up until fire is released.

Movement mode...
Standard left, right, up, down to move your Clone around. Pick up objects by walking over them.

Arm mode...
This allows you to manipulate objects in your pocket. To put an object in your pocket or take another, bring the arm fully down. To drop an object lift the arm until it's fully raised. To throw an object move left or right and move the arm fully up.

Laser mode...
Up, down, left, right controls a cursor. You can fire towards the cursor until the weapon runs out. To return to movement mode place the cursor over the Clone. To return to fire mode you need only press fire again with the joystick centred.

Doors and objects...
Most doors open automatically but some need passcards or you may need to do something. The Clone can carry up to three objects in its pockets and hold another.

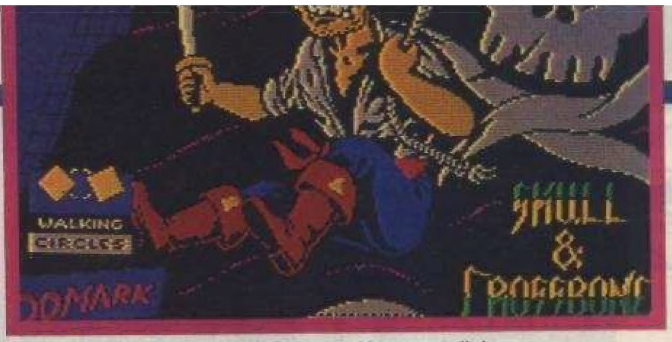
Clones...
Each ship can create five Clones. If one dies it loses the objects it was carrying. If a ship runs out of Clones and there is another ship in the sector then the second ship comes into use. If not, you return to the strategic phase. To return to a ship you must find a beam-up point. Objects returned to a ship are available to every ship in the fleet (handy, eh?). They're never lost unless a ship is destroyed.

OVERALL STRATEGY

The location of seven of the starbases changes every time the game is played. Occupation of the bases is vital because Seiddab forces may be launched from each base they control. To gain the upper hand you must destroy the Seiddab defences in the Space Combat phase and destroy every base in turn.

CONTROLS

Keys: **A,S,D,F,G**/up, **Z,X,C**/down, **B,N**/left, **M**, **SYM SHFT**/right, **H,J,K,L**/fire, **P**/pause game, **O**/continue, **Q**/quit game during strategic phase. The following options may then be selected: **O**/continue, **S**/save current position, **J**/load a saved position. Basic controls can also be achieved using a 'stick plugged into a Cursor, Kempston or Sinclair interface.



● It's *Skull & Crossbone*'s One-eye. You can tell, he only has one eye (hence the name!)

EXCLUSIVE PLAYABLE DEMO!
SKULL & CROSSBONES

● **Domark's swashbuckling sword-'em-up (Eh? —Ed)**

★ **Avast there, me hearties! There be treasure in that there castle, I'll be bound! So, splice the main sail (whatever that means) and prepare yourself for a taste of pirate action in this brilliant playable demo of Tengen's whopping arcade combat game: *Skull & Crossbones*! Ha-har!**

So, don your eye patch, stick a smelly old parrot on your shoulder and prepare to experience, in full, the castle level of *Skull & Crossbones*. You play either of two pirates, One Eye and Red Dog, on their voyage of discovery. And they're discovering plenty of trouble in the shape of evil opponents who'll hack our brave duo to pieces given the chance. Fight back with the range of combat moves available.

Collectable items such as treasure chests, golden goblets, sacks of coins and other priceless yum-...ies can be picked up by walking over them. Skull and crossbone symbols on the ground mark the spot where buried treasure can be dug up; stand over the spot and press fire.

The more valuables and edible items collected, the stronger you become, but fail to pick up treasure and your strength diminishes. And that's about it: swipe, stab, collect, collect, hack, hack, maim, kill. Ideal

SEA BATTLES

● **Play *Battleships* with Atlantis**

★ We are sailing, we are sailing, 'cross the seas, home again... But what say we stop off and sink a few enemy troops, just to break up the monotony of traversing the vast (and pretty much boring) oceans? A good idea. And here's the very game to help you do it — *Sea Battles*, a corking *Battleships* game for you to play against your Speccy!

Everyone knows how to play *Battleships*, and *Sea Battles* isn't very different at all. There's the map (which includes a coastline and an island as well as the sea) with specific coordinates for every sector. Your first job is to place your aircraft carriers, battleships, cruisers and all the other bits and bobs on the map. Having done this, the Speccy does its own planning and away you go. The first one to sink the opposition's entire fleet wins!

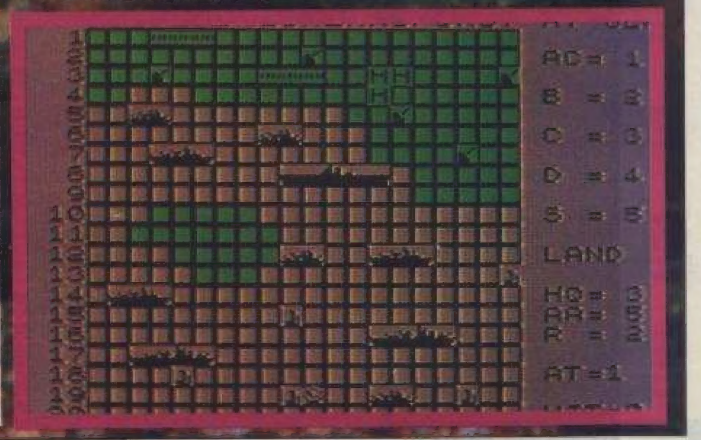
There's full playing instructions on-screen, complete with lists of all your forces, so it's just a case of loading up the game and getting on with it! Go on then, be off with you. What? Oh yes, sorry. All the controls are from the keyboard, it's simply a matter of inputting coordinates and hitting a key every so often. Breezy, eh?

TEN — *YES, TEN!!!* — NAUTICAL POP SONGS!

1 ● **Sailing**/*Rod Stewart*
2 ● **Sailing on the Seven Seas**/*OMD*
3 ● **Ship of Fools**/*Erasure*
4 ● **My love is like a ship on the ocean**/A bit from a *Boney M* song, we think
5 ● **'Mast'er and Servant**/*Depeche Mode*
6 ● **Michael Row the Boat Ashore**/*Some old crooner*
7 ● **'Bow' Down Mister**/*Jesus Loves You*
8 ● **China in your Hand**/*Carol 'Deck'er (T'pau)*
9 ● **Stormy Weather**/*Elizabeth Welsh* (Stormy weather's not very good if you're in a boat)
10 ● **Deep Deep Trouble**/*Bart Simpson* (If your boat sunk you'd go down very deep and be in a lot of trouble)

(*Sniiiip!* Stop this nonsense at once, be off with you! —Ed)

● BLAM! There goes K19 (thank heavens the submarine's at J19, eh?)



for a Sunday afternoon, wouldn't you say?

■ *Skull & Crossbones* from Tengen, published by Domark, is out now and costs £9.99 on cassette and £14.99 on disk, so make an appointment with your local software purveyor this instant!

CONTROLS
Swashbuckling larks can begin as soon as you know the controls, which are definable on keyboard. The game accepts joysticks as long as they're plugged into Sinclair or Kempston ports. Press **C** on the opening screen for all control options. Now, here's that all-important movement information...

Without fire pressed:
Up ● move up
Down ● move down
Left ● move left
Right ● move right
Hold fire ● turn around

With fire pressed:
Up ● defend upward
Down ● defend downward
Left ● attack left
Right ● defend
Up/left ● attack up

Two special moves are available by holding the direction and then pressing fire:
Left ● lunge
Right ● backslash

All controls are shown for when your pirate is facing left. The right/left controls reverse when facing right.

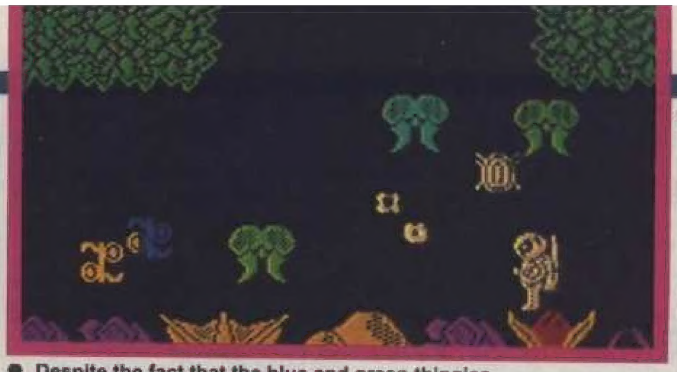
ON THE RUN

● Graphically gorgeous arcade adventure from Design Design

Ooo 'eck! It's time to scarper, like pretty sharpish, 'cos there's lots of thingies about (and none of them appear keen to 'take tea' with you). It's time to go *On the Run* in this brillo game which features (according to programmers Design Design): Sprites, mushrooms, big logo, frogs, more mushrooms, teeth, fluffy explosions, even more mushrooms, energy mushrooms, bombs, auto collection and (yes) lots and lots of mushrooms. Fungi-oriented game, wouldn't you say?

You're Rick Swift, a trouble shooter hired by the defence department for dangerous missions. And here's a deadly mission: enter a deadly area which has been affected by an accident involving chemical warfare. Strange and weird mutations of plant and animal life in the area have occured, the animals becoming deadly to the touch (told you it was deadly).

Your mission is like this: contained within the mazes are six flasks of dangerous chemicals which will become active in one hour. You've got to collect them. You're equipped with a jet-pack, enabling you to rapidly move around the mazes. However, this requires energy which depletes if you come into contact with a mutant. Spread throughout the maze are objects which may be used to your advantage, but careful examination is required so keep your peepers peeled.



● Despite the fact that the blue and green thingies look like something bending over, they're actually mutant life forms! Shreeek!

CONTROLS
Nice and easy. It's all redefinable and explained on-screen. Good eh? (And that means it saves typing it all out, wearing my fingers to the bone... moan, winge, complain —Ed).

SOCCER CUP QUIZMASTER

● It's fun! It's fab! It's a bit to do with footy!

***Soccer Cup Quizmaster* may sound like one of those really naff games shoved out by naff software house. But (but, but), it's not! Which is a blessing, really. No, instead, *Soccer Cup Quizmaster* is a fabby trivia game that had us all playing and lots of other people around the office leaning over our shoulders saying things like 'Oh, good grief, everyone knows that!' when we got one wrong. So, we munched their heads in. Pacifist society, anyone? No, we don't think so.**

The aim of the game is to progress through the rounds of the cup all the way to the final. The matches are played with two halves, ball possession and other actions are all dependent on the player answering the questions correctly.

Tackling is an important aspect of the game. Press T to stop the ball over one of the two team shirts shown. If you stop it above your team's shirt, you gain possession of the ball and move onto the catagory stage. Else the opposition is free to pass.

Pressing S stops the ball under the desired category. There are questions on soccer, music, trivia and media. If the category is free, a question is asked. Select your answer within the time limit or you receive a yellow card and the category closes. If you select a closed category the opposition gain a free-kick or penalty.

Answering a question quickly and correctly results in a better shot/pass and earnings are added. As the game progresses the selection speed quickens, needing a faster response to questions, tackling and selection.

CONTROLS
It's all on-screen, really. But, basically, **T** for tackle, **S** for select, and **1**, **2** and **3** for answer selection.

● Trivia selected in the quiz section so it probably means answering a really tricky Coronation Street question. Erm...

POKEMANIA!
There are plenty of tips on tape this month! Find out what **Graham 'Turbo' Mason** has lined up for you this month in **DJ Nicko's Tips** beginning on page **25**!

DON'T FORGET! YOUR GAME COULD BE ON THE CRASH POWERTAPE!

(And earn you a bit of dosh!)

Instant fame could be yours if you've written a Speccy game that's up to Powertape standard. Yes, were on the hunt for the best games from the creative talents of CRASH readers. There've been loads of excellent games that have appeared on the tape over the past few months — classics such as *Egghead 2*, *Shuriken*, *Talking Hedz*, *Solaris* and many, many more! Breaking into the glamourous world ('hem 'hem) of Speccy publishing couldn't be easier! Just send us your game on cassette or disk, with a letter explaining the gameplay, and if it passes the reviewers' tests we'll put it on the Powertape! The address is: NEWSFIELD, CRASH POWERTAPE DEPT, LUDLOW, SHROPSHIRE SY8 1JW. Don't forget to include the Powertape form — see page 19 of this issue — without one we won't even sniff your entry!

GAME thrills

CORKING! 4 ABSOLUTELY BRILLIANT COMPLETE GAMES FROM

Code Masters™

PHANTOMAS ● DIZZY ● BMX SIMULATOR ● FRUIT MACHINE SIMULATOR

No other Speccy mag could do it — but we've got four of Code Masters best-selling titles all together in one brilliant pack! Aren't we fab? Yes! Hurrah! And it's an exclusive item. Oh yes siree, this pack won't be appearing in the shops; so, hold on to it, you've got a great collectors item (and it's a bit of a complete barg, isn't it?). Here's the action!

PHANTOMAS

● Swingorilliant arcade adventure!

Phantomas, a robot, comes from a long way off — the Andromeda galaxy. It's a very long way off. A very, very, very long way off indeed. So, it'd be worth his while investing in a Young Robot's Railcard for those long expensive journeys by train.

But he doesn't need one! No, not at all. Y'see, he's a scoundrel — a robot programmed to rob, plunder, pillage and dodge paying fares on the train! And now *you're* Phantomas! Incredible, we know, but true!

Your first objective is to travel to the clone-planet Earth-Gamma and find the mansion using space transporters, planes and helicopters. Once at the mansion you have to be careful to avoid traps, enemies and hidden dangers — including rolling boulders, which are lethal!

The mansion is an impregnable fortress built so that no-one could steal the treasures contained within its walls. There are three main parts: a special base with craft from different periods, the palace itself (a v. dangerous area) and the underground world where the millionaire's assets are locked up in the crypts.

How to rob the treasure (a v. important bit for prospective snatchers): You need to get hold of a strongbox hidden in the palace. To get it you have to throw 36 levers found in the labyrinth of the palace — an alarm sounds when you've achieved this. Then, there are the jewels. They're hidden in the caves in an armour-plated chamber which you can only have access to when you've solved this riddle:

'If you wish to enter where the jewels are and you have no fear of the dark, seek the sun which blinds all eyes. Advance without rest until you reach the yellow and where the fatigue drains your strength you will receive our reply, as the tree gives its fruit without knowing who will pick it when it is ripe.'

However (ah-ha!), your difficulties do not end there. After entering the chamber the door closes behind you and the only way out is by using the clues of another riddle!

'If from the trap you want to escape, you must fight with ??? and fire, seek the hidden door and with the firing of your strength fresh air you will find.'

PHANTABULOUS CONTROLS

Snatching wares has never been simpler! Use a joystick plugged into a Kempston, Cursor or Sinclair interface. And your keyboard controls are definable (handy, eh?).

● Phantomas, the (apparently) one-legged snatcher leaps into the air (watch out for the lethal thunder cloud)

DIZZY

● The Speccy's most successful hero comes to CRASH!

Dizzy the egg, eh? He's a marvel of modern technology and no mistake. The Speccy's most famous character, he's starred in a total of seven — *seven!!* — games now and here's his first ever eggventure. It's an eggcellent game which'll have you wibbling with eggcitement and probably a fair bit of eggsasperation (Okay, that's far too silly. You can stop that right now. Bloomin' egg yolks, erm, jokes... —Ed).

Dizzy was eggsploring (Stoppit! —Ed) the haunted forest when he uncovered a mystifying stone slab. Brushing the dirt aside he was able to read (after a great deal of head scratching, 'cos he's a bit thick) the faint inscription, 'The Avawiffovee Potion'. 'Bit skill, this,' thought Dizzy, remembering that such a potion could rid the land of athletes foot and destroy the evil wizard, Zaks.

Zaks brought fear to Dizzy's village — he cast spells that turned people old, made people blind and caused it to pour with rain every Sunday when the cricket was on.

Dizzy is determined to stop this — he'd be the hero of the yolk folk if he did!

He read the slab: Fill a potion bottle with cooked Leprechaun's wig, the cloud's silver lining, vampire Dux feather and some troll brew and throw it at Zaks to disolve his reign.

Dizzy has three lives but eggstra lives (I'm warning you... —Ed) can be collected by finding additionall eggs. The bouncy mushrooms can be used to jump higher but watch out for booby traps.

To defeat the wizard you have to light a fire under the cauldron and drop the ingredients into it, then drop the empty flask into the cauldron and it'll be filled by and magically shot out. Smash the flask next to Zaks and you've nailed the bugger.

The game's packed with puzzles, and here's a hint to get you started: try greasing the old rusty minecart.

CONTROLS

On keys it's **Z**/walk left, **X**/walk right, **SPACE**/jump and **ENTER**/pick up. To play with a Kempston 'stick, press **K** to start the game. So, now you know eggsactly what you're doing (Right! That 'eggsactly' crack was the last straw! Your fired! *Booooooooot!* —Ed).

● Get down from that hut roof, you small, rotund clot!

BMX SIMULATOR

● The best two-player racer — ever!!

It's got amazing realism — the burns, the bumps and ramps really work! There are seven different courses, each one harder than the last. And the

best bit is two players can share the action simultaneously!!

Just leap on your bike and race — it couldn't be simpler, but you'll be amazed how skill you have to be to win! The bumps help you turn, the rough ground slows you down and the hills and different grade surfaces affect you as in real life!

But the most important thing to remember is to keep the pedal power going! And that's it (golly, what a short one — *oo no, stop it missus, don't!*)!

CONTROLS

You can select your control options at the beginning of the game — either joystick or keyboard, and that's definable. The way the controls work is like this: Fire button on/accelerate, fire button off/brake, left/rotate bike left, right/rotate bike right.

BMXING! IT'S AS EASY AS FALLING OFF A BIKE!

● This is a hill and you can make good use of their slanty slopes (Erm, y'mean gradients? —Ed). Take the bike about halfway up the slope (at a decent speed) and follow the curve around and you'll whizz off the other side at top speed! Just don't go crashing into an object on the other side...

● It's the finishing line! That's why it says 'finish', y'see. As a standard race goes on for a few laps you'll pass this a few times and when the race is over your bike stops here (logical, really).

● These handy road markings indicate the course you're supposed to take. So, on this one you bomb down the starting ramp, go up and around the hill, slide around and down and bomb off down the rest of the course. That is, as long as you don't get stuck at the top!

● Okay, here's where it all begins. It's best to hold down the pedal key even before the 'Go' announcement — you can usually get a head start on your competitor (unless they have the same idea!).

● Yeeeeeeeeeek! Loads of obstacles! Pretty nifty bike control is called for here or it's a case of 'Wheeeeeeeee, splat!' for your rider and his bike — and there isn't a Halfords for miles!

● You haven't got a rod and line so don't bother going near the lake. If your speed is too high and you come off the hill, you'll sink (and this isn't really advisable as you'll lose and be heading for dumperdom in the world of BMX).

FRUIT MACHINE SIMULATOR

● Pretend you're in Las Vegas and win monster portions of dosh!

★ **Crack the casino and win a mint! It's true! Except you're not going anywhere near a real casino, and the mint is about as valuable as half a sucked Polo. Never mind, it's a flippin' ace game and fun for all the family. In fact, even granny can play and she'll probably thrash you 'cos old dears are very 'careful' with their stash, aren't they viewers?**

● **Win values**

Thingies	Reel 1 and 2	All 3 reels
Cherries	20p	40p
Apples	30p	£1
GFI	30p	£1
Bells	30p	£1
Party Time		
Meter		£3
Melons	80p	£5

As well as the usual spin-to-win of a fruit machine there are loads of bonus games to play if you beat the Cash Bash barrier, including: Cash Box, Nudge Box, Skill Climb, Winning Streak, Holds and Mega-holds and Skill Chances. All your dosh is shown at the top of the display and each player (you can have up to four players) is limited to putting in between 40p and £1.10 per turn. It's all really simple, so all you need do is load up and play!

CONTROLS

It's all on the keyboard! **Keys for inserting coins**: **1**/10p, **2**/20p, **3**/50p, **0**/£1, **R**/reject, **G**/give up (in a one-player game), **ENTER**/when you have finished. **Game control**: **SPACE**/start, gamble, **ENTER**/feature stop, collect, **1**/hold reel one, **2**/hold reel two, **3**/hold reel three, **N**/compu-nudge, **S**/stake coin, **C**/cancel. You can only see these keys when the appropriate light is flashing.

● **You've got to spin it to win it — and three melons pays out a fiver! Hurrah!**

BENTLEYS

251 NEWCASTLE STREET
BURSLEM,
STOKE ON TRENT,
STAFFS,
ST6 3QW
TEL: (0782) 810485

5 FREE GAMES
WITH EVERY REPAIR (TAPE ONLY)

REPAIRS

48K SPECTRUM £20.00
128K SPECTRUM £22.00
EXCLUDING DISK DRIVE AND TAPE ASSEMBLY

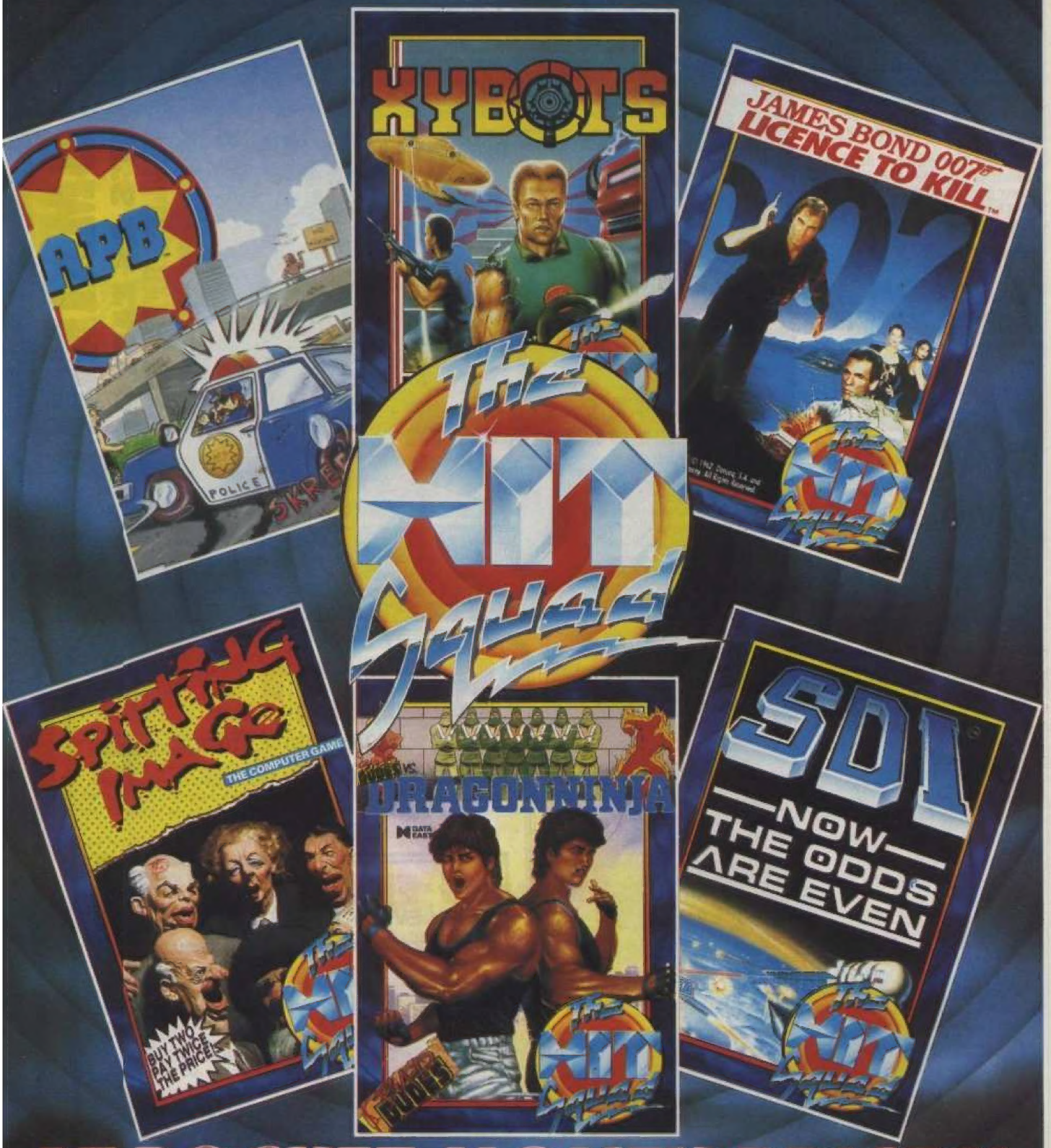
SPARES

48K KEYBOARD MEMBRANE.....£5.50
48K+ KEYBOARD MEMBRANE...£7.50
48K POWER SUPPLY £10.00

ALL PRICES INCLUDE VAT AND RETURN (INSURED) POST AND PACKAGING

24hrs Repairs

THE BEST IN QUALITY GAMES



AT POCKET-MONEY PRICES!

ALL AVAILABLE FOR: SPECTRUM · COMMODORE · AMSTRAD

HIT NAMES · HIT GAMES · HIT SQUAD

THE HIT SQUAD · P.O. BOX 350 · MANCHESTER M60 9LX

PREVIEWS

Zip, zip, zip, zip. Wassat? It's us, fast-forwarding into the future of Speccy games. Okay, let's put it on pause, take a few screenshots, takes some notes and present this month's previews!

DOMINION

We are a Bad Lot. No, not just the CRASH lot, but everyone. The entire population of the planet is useless. Earth's a dumping ground and the human race is mucking the place up. Depressed? You should be, because according to the scenario of **Pandora**'s forthcoming title, *Dominion*, we've got one chance left to prove ourselves worthy to roam the planet.

There's a race of beings called the Chitona who rule the universe. They're perfect and only exist as forms of pure thought in the 0th Dimension. Now, obviously they can't just pop down to the planet one Wednesday morning and give us a good ticking off, so instead they send a Mentor, a life-sustaining probe, around every 35 million years or so. Last time Mentor arrived the dinosaurs were causing trouble so the thing disposed of them pretty sharpish allowing us mammals to get on with life. Now Mentor's back and us mammals have screwed the place up. It's not happy.

But, like we said, there's one chance left. The Mentor plucks an average example of the human race, which just happens to be you, and promptly dumps him in an artificial environment and watches what happens. And that's basically it. You start the game without much of a clue what you're supposed to be doing, just get on with whatever you feel like. At the end of the game Mentor assesses your actions and decides whether you should become guardian of the Earth or just blow the place to bits.

Dominion is, essentially, an arcade adventure featuring a range of interactive characters, all created by Mentor for you to investigate and deal with how you see fit. Some are mean and need disposing of and some are good and need your help.

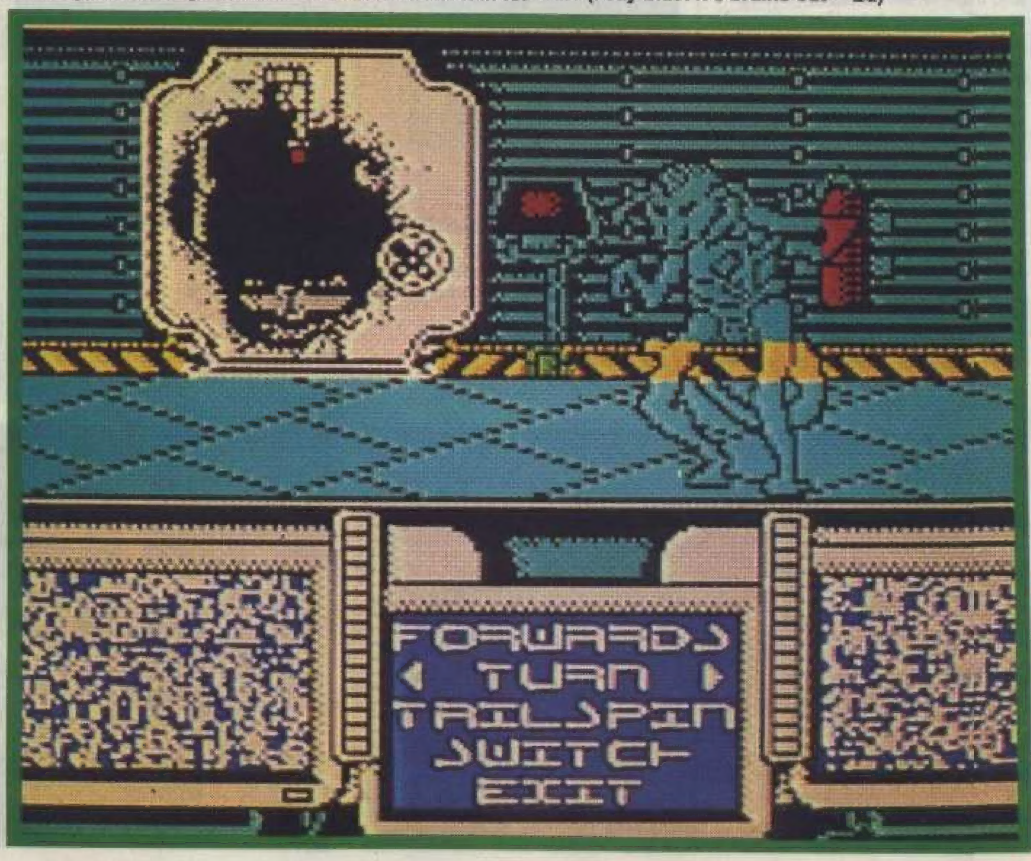
There are plenty of puzzles in there, too. Most of them revolve around the idea of collecting objects and using them to test your intelligence but there are a few that will examine your morals. The programmers aren't saying exactly how the game should be played because it's a game of experience (a bit like life, really).

Yes, it does sound an 'interesting', and indeed, novel game, doesn't it? And if it sounds a bit too much for you, don't worry, it can be played as a shoot-'em-up (which sort of undermines the whole concept, really).

N's it looking, then? Particularly groovy. The graphics are incredibly smart, with both colour and detail in abundance and the scrolling really shifts! The screen shows a display of your view (there's hundreds of locations) and also features three windows — one's a menu window which gives you access into loads of other menus, allowing you to perform all manner of actions, and the others are object windows. Add to that a stunning sound track, one of the best we've ever heard on the Speccy, and it looks like *Dominion* will be a welcome resident in Hitsville when it arrives in a couple of months.

● **Ah, a forest. Always get lost in forests. Erm... (help!)**

● **Okay, so whaddya reckon? Shoot it or invite it in for tea? (I say blast it's brains out —Ed)**



previews

● WACKY RACES

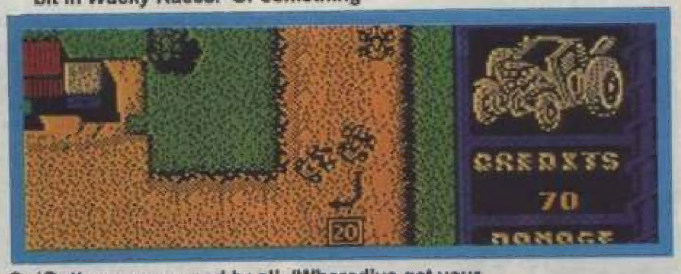
Hi-Tec Software have had a huge run of success with their **Hanna Barbera** series of games. Indeed, it earned them the coveted title of **Best Newcomer of 1990** in the Readers' Poll. Their latest offering seems set to keep up the success rate — it's *Wacky Races*, one of Hanna Barbera's best cartoon series ever! The game's development is in the hands of **Enigma Variations**, who are promising a great game, with big, colourful graphics to recreate the feeling of the chaotic cartoon.

Wacky Races stars you as the wonderfully wicked **Dick Dastardly** (with, no doubt, a bit of 'assistance' from faithful hound **Mutley**)! The game features six different Wacky Races and your objective is to beat all the other drivers to the finish line. But, there's more to it than just straightforward driving over the scrolly landscape. Because (remember you're Dastardly) you can booby trap the course, causing hell for all the other competitors!

So, there's a bit of driving along and then, when you're far enough ahead, you can take Dastardly out of the car, explore the countryside, pick an object or two and set a trap. With a bit of clever (or should that be 'particularly vindictive') thinking, you should be able to send a racer off the edge of a cliff or create a pile-up along the course.

According to Enigma, *Wacky Races* is a big game with challenging gameplay and generally much better than your average budget game. Ah yes, say us, but then it's a quid more expensive than your average budget game.

● **'Gnashing, frashing, rashing, schnee, schnee, scheee.' Erm, that was Mutley-ese for 'The driving bit in *Wacky Races*.' Or something**



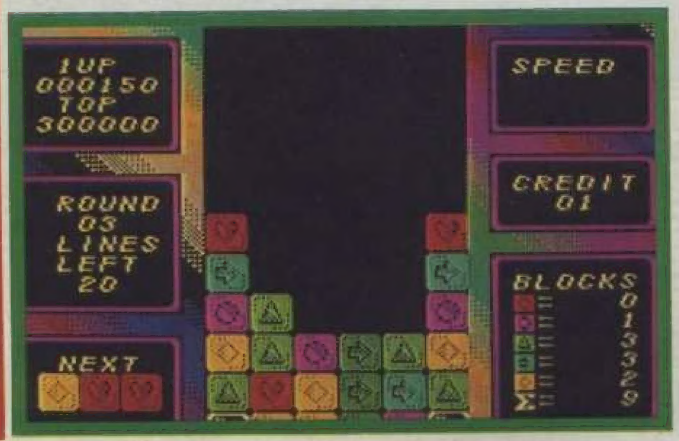
● **'Outta my way, road hog!', 'Whered'ya get your licence? Off the back of a cornflakes packet?!?!' and other such comments abound when you're a *Dirt Track Racer***

Anyway, it's looking good so far, check out the thrills and spills of **Hi-tec's** *Wacky Races* when it's released at the end of May at £3.99.

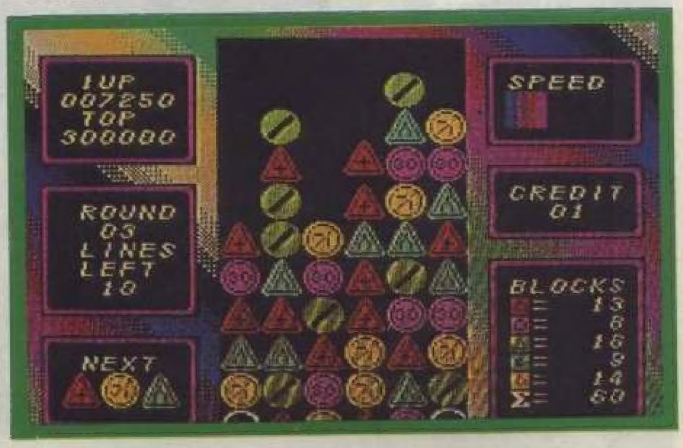
● DIRT TRACK RACER

Why are there so many driving/racing games around? Just why is everyone addicted to pushing an 'accelerate' button, a 'left' or 'right' turn button (and not very keen on using the brake key)? Could be it something to do with the fact that when we leap in our Minis etc we have to follow the Highway Code and not tear up the countryside? Yes, that's probably it. So, any chance we Spec-players get to roar off at high speeds

● **Frustration's going to grab you by the throat and shout (very loudly) 'Guess who?!' when you reach level 3 in *Stack Up***



● **We're bored playing *Stack Up* with just coloured tiles, so let's use road signs, shall we? (Well, it's *novel...*)**



usually gets the thumbs up.

And here's a natty offering from **Zeppelin**, out soon at £2.99, that may just have you waving you thumb aloft — it's *Dirt Track Racer*, a viewed-from-overhead, scrollarama, erm, dirt track racing game (hence the title!).

Let's go through the old racing game checklist, shall we? Okay, cars. Yup, plenty of them — you're driving an All Terrain Vehicle (ATV), you're racing in a championship and need to finish in a decent position to progress (thankfully, you always begin a race in pole position).

Next, tracks. Well, not bad — five different courses (very big and twisty-turny) with varied terrain. The courses are: village, forest, quarry, cross-country and village at night.

Now, add-ons. On the courses are points icons which can be collected, the higher the points value the better a driver you have to be to manoeuvre your ATV to collect 'em. At the end of a track you can use the points to 'buy' things like fuel, repairs, new tyres, turbo charger and loads of things.

And finally, is it any good? Can't say yet, 'cos this is a preview and we don't judge games until they're finished. (But here's a clue: it's simple, it's fun and it's been played most of the morning!)

● STACK UP

We'd like to take a look at two cases... 'Hello, I'm an Amiga and a decent puzzle game on me like *Tetris* or *Puzznic* costs £25 each. Okay? Next! 'Hello, I'm a Speccy and a game that combines the brilliance of both *Tetris* and *Puzznic* (and has its own subtle blend of flavouring) costs just £2.99!' Which one would be your choice? The Speccy one, of course! So, for all puzzle fanatics, **Zeppelin**'s coming-along-any-moment-now game, *Stack Up*, should be right smart.

What happens is this: blocks of three tiles fall down the screen into the *Stack Up* frame. The aim of the game is to stack them so they form horizontal, vertical or diagonal lines of three (or more) tiles of the same colour. When you've got a line of three or more they disintegrate, and so play continues until you've cleared a set number of lines or stacked up the frame so much no more blocks appear (ie, game over).

As you progress through the 22 rounds things start getting a tad complicated, with added hazzards like blocks randomly appearing, only diagonal lines counting, frames start with blocks already positioned, and black blocks which don't disintegrate.

Anyway, you can never tell how good a puzzle game is until you've played it, but we've played it and it's humongously addictive, very colourful and it's not even finished! Roll on review copy, next month!

COMPO WINNERS!

A Glittering Skip Special! JETMAN COMPO WINNERS

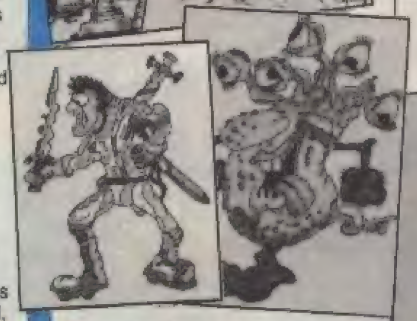
They were brill, they were fab — the entries to Storm's ***Jetman*** **compo in Issue 86 were a hoot! Up for grabs was a** Nintendo **set with a copy of the Nintendo *Solar Jetman* game and for ten lucky runners-up were copies of** Storm's ***Saint Dragon*** **on Speccy or a Nintendo Solar Jetman cartridge. All you had to do was to design a new friend or foe for Jetman to mince about in space with and there were some corkers! The whole CRASH team were involved in judging but the final say went to Jetman's comic strip creator** John Richardson. **John was bowled over with the standard of creativity but obviously thought you lot are the pottiest bunch of magazine readers ever and, as he said, '...some of them shouldn't have been allowed near anything as pointy as a pencil!' Here's what the 11 winners came up with...**

● The winner! **Paul Stevenson** from Peterhead, Aberdeenshire, created an entire Jetman strip starring his monster — the automated mother-in-law! Extremely well drawn and very, very funny. Turn to the Jetman strip this month and you can see John's adaptation of her into this month's story! Hurrah!

● We liked this one a lot: **Laurence Jenkins** from Bristol came up with War Thung (real name Timothy) and his drawing is spot on for Jetman's humour. Loved the message on laser cannon 'Yoo've been nawtee!!!' Excellent...

● **Ian Kirk** from Bewdley created Plunder Ant, a creature who evolved in Jetman's washing machine after a particularly heavy Y-front washing session. Bleurgh, eh?

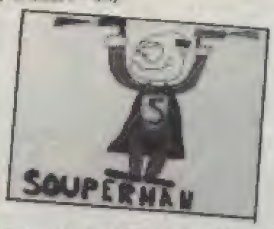
● **Ciaran McMullan**'s Slimeball creation is, apparently, a very annoying alien. When he gets bored he takes slime from his body and chucks it around the place. A head-to-head with Cleanbot may be in order, eh?



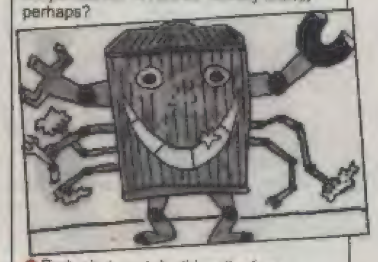
● **Stuart Sell** from Ely, Cardiff designed two new characters: Bovverblade (Jetman's long lost twin brother, he was sent to another universe at an early age for causing too much bovver) and Eyespy (Jetman's friend who always sticks his nose in where it's not wanted, but knows when to hop it — just as well, he's only got only leg!!).

● Here's a good one — simple but it works well — Jet Dog from **Shaun Aggestt** who hails from Brixham in Devon. Jet Dog's favorite food is Jetman's trousers and least favorite is Jetty's socks (air freshness most definitely not, ahoy!).

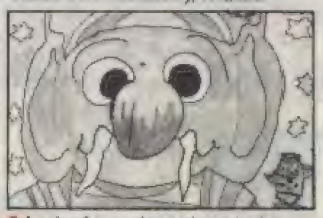
● Only one person came up with a really clever notion for a girlfriend for Jetman and that was **Gregg Ellis** from Sketty, Swansea. Here's Jetty Boo (just doing the do, no doubt —Ed).



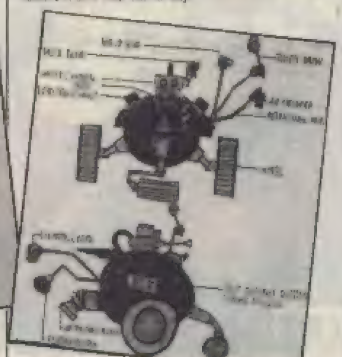
● Created by **David Cook** from Newcastle-upon-Tyne is Souperman who imagines he can take over the universe with his soup guns. The clot. Souperman comes from the planet Souperior, he's very souperstitious, has soupersonic speed and believes in the soupernatural. An act for Novelty Island, perhaps?



● Part robot, part dustbin: all refuse collector! It's Dustbin Man from **Kevin Outlaw** from Malmesbury, Wiltshire!



● A colourful creation and no mistake! **Daniel O'Neill** from Liverpool came up with Globo, a baby Bobulate, who eats Tetley Tea Men (those irritating flat-capped spack-heads from the adverts)!



● **Gary Martin**'s Cleanbot has a violent attitude towards mess, once he locates the source of untidiness (usually Jetman) he eliminates it. Great idea, but it means Jetman wouldn't last very long...

HYDRA

In the 21st century, you have to fight fire with fire. Nothing is safe from vicious terrorists who rule the skies and the seas.

When an ultra-sensitive top secret package absolutely, positively has to get through, there's only one man for the job – YOU!

Codename: HYDRA

Doomsday Devices, Crown Jewels, Mutant Virus Strains – they all need to be loaded on board your special craft and rushed to their next destination.

Your missions will take you all over the world, and it's not plain sailing!

Using your Hydrocraft's supercharged speed and fire power, you must blast your way through enemy jet skis, helicopters, boats, zeppelins and hovercraft. And to make your life really difficult a terrorist mercenary – 'The Shadow' – lurks at every corner ready to steal your precious cargo.

Heart-pounding excitement, explosive action and superb sound and graphics.

HYDRA delivers!

- *A perfect cure for the Summertime Blues!*
- *Based on the smash hit coin-op!*
- *Stunning speed and graphics!*

TENGEN

The Name in Coin-Op Conversions

DOMARK

Win lots of Gauntlet goodies!

- WIN A SUPER SEGA CONSOLE!
- WIN *GAUNTLET* ON THE SEGA!
- WIN SPECCY *GAUNTLETS* AND POSTERS TOO!

Does it bother you that Madonna has little truck with sensible clothes? Does it bother you that Bart Simpson's singles actually manage to chart? Does it bother you that Ethel isn't in EastEnders as much as she used to be? And does it bother you that the island of Capra has been invaded by a host of demonic creatures? Well, it ruddy well should! It's chaos! Ogres, spooks, trolls, grunts and other such snatch-finks are swarming over the land causing terror wherever they tread (due to their incredibly smelly feet).

BUT (BUT! *BUT!*)

Now here's your chance to put the island of Capra to rights and generally save the world from a fate worse than death. Well, actually, it has to be a fate worth than death because Death is scurrying around the island himself! It's all more than anyone can stand, so it's time to throw down the gauntlet and get into the CRASH Smash that is *Gauntlet 3 — The Final Quest!*

Gauntlet 3 lets you play any of the four original *Gauntlet* stars (Wizard, Elf, Valkyrie, Barbarian) or any of the new set of heroes who are offering to lend a hand (Lizardman, Rockman, Merman, Iceman), as you set off into the scrolly 3D world of Capra.

Yup, US Gold's latest smasher is pretty much the bee's knees in arcade adventures on the Speccy and to celebrate its trip to corkerdom here's a top prize compo with a stack of *Gauntlet* goodies up for grabs.

The first prize on offer from US Gold is a brilliant Sega Master System console and — yes! — it comes complete with the original *Gauntlet* game on cartridge. Plug it all in and it's like having a *Gauntlet* coin-op in your front room (it's that good!)! Groovy, huh? Also chucked in with the prize is a copy of the the original Speccy *Gauntlet* and a *Gauntlet 3* poster so you can redecorate your room (well, a bit of it anyway). For 20 — *20!!* — runners-up there are copies of the original Speccy *Gauntlet* and a *Gauntlet 3* poster. It's fab, isn't it?

THE HOW TO WIN BIT

To be in with a chance of winning one of the fab prizes there's a wordsearch to puzzle over. There are only eight words to find but I, because we're feeling in a particularly bad mood today (because the Speccy +2's just blown up) we're not going to tell you what they are.

Well, we'll sort of tell you. The eight words you're looking for are the names of the eight characters you can control in *Gauntlet 3*. Not Wizard, Valkyrie etc, but their real names. Okay, we'll give you one to start you off: Merlin the Wizard, so the word your searching for is Merlin. Got that? If you don't know the rest, check out the review from Issue 87 — they're all in there.

Ring each one, or as many as you can find, fill in the coupon, and send it to: NEWSFIELD, GROOVIN' WITH GAUNTLET COMPO, CRASH, LUDLOW, SHROPSHIRE SY8 1JW. And if the postie hasn't brought your entry here by June 20, there'll be no chance of you *Gauntlet*ting around the place, 'cos that's the closing date. Byeeeee!

THAT WORDSEARCH IN FULL:

L	M	O	R	M	S	L	A	O	D	B
L	S	E	O	Q	I	R	C	B	I	L
R	E	I	S	T	M	E	R	L	I	N
O	K	T	L	R	R	E	T	I	P	Z
T	S	L	N	E	O	T	U	N	Z	E
S	A	I	E	A	H	C	S	P	Z	T	U
A	R	N	P	E	T	R	A	S	A	R	T
R	Y	T	T	S	Z	Q	O	R	R	R	E
Y	H	O	U	Z	Z	A	Y	D	D	A	N
H	Q	R	N	Z	I	H	B	L	I	Z	Z
Q	U	E	S	T	O	R	Z	I	L	B	

Name.....

Address.....

.....

.....Postcode.....

LIVE aRCUN

Right! Enor (the office mouse, now promoted to 'faithful sidekick') and I are getting a bit peeved. Begging letters just don't get a look-in when it comes to handing out the £40 software voucher. So stop it. I don't care whether a strong magnetic field has just passed over your house causing all your games tapes to be wiped clean, I don't care if your dog has munched all your tapes leaving you no games to play. You may think that under this cold, vicious exterior lies a heart of gold. Well, there isn't. I'm cold and vicious deep down, too. Begging letters are shown the quickest way to trashcanland — you have been warned! Oh, and another thing, some of your handwriting really needs smartening up. Some scrawls look like a coupie of spiders have been for a swim in an inkwell and then attempted to perform a Shropshire Four-set square dance over the page. Anyway, I'll just have a quick brew and calm down before I begin sifting though this month's missives (which have mostly been good reading). Letters on all thing Spec-like to: NEWSFIELD, LLOYD MANGRAM'S FORUM, CRASH, LUDLOW, SHROPSHIRE SY8 1JW. There's a £40 software voucher for the best every month!

WAR-CRAZED KIDS?

Dear Lloyd
Last week I was listening to my local radio station. There was a report about computer war games like *SWIV*, *Navy SEALS*, *Line of Fire*, and *UN Squadron* which made me very annoyed. The people being interviewed were mainly from the older generation who fought during World War II, and I have great respect for what they did and what they went through. But myself, my friends, and my family disagree with what was said. They said that computer games glorify war and that they're turning us into a generation of war-crazed kids.

Us younger generation are open to war and violence by everyday life such as newspapers, television and radio. During the Gulf War nearly every page in newspapers was covered in death and destruction and on the TV, from morning until night, we saw actual war combat such as air raids, tank battles, the carnage of the Baghdad bombshelter, dead Iraqi soldiers, and much, much more. After all that, what harm are a few computer games going to do us? They are only GAMES. And nobody dies from playing computer games (even if the prices are enough to give you a heart attack!).

On the lighter side of things, about the office mouse. I have a 101% way of getting rid of it: you'll need a Jason Donovan cassette and several pairs of ear plugs. Jason's singing is enough to clear any room. Oh, by the way, the ear plugs are for you and all the other hard-working people in the CRASH office.

I hope this letter isn't too political for you to print — even us so-called youngsters have views on these subjects.
Carl Welch (aged 14 and proud of being British), Hastings, East Sussex

Good letter, Carl. Of course youngsters have views on important subjects, that's why I'm here, for a start. Don't you think it would have made a better report on the radio if the producers had interviewed

games players, or at least the software houses to express their views? If the rest of you have any opinions on the subject of the influence of violent games, drop me a line, I'd be interested to hear your views. But for now, Carl grabs the loot in the form of a £40 software voucher!
LM

NO SHOPS SHOCK!

Hello, are you there Lloyd?
When I bought **CRASH** Issue 87 I was over the moon to see the new free games. I tore off the tape, ran upstairs and played the games — they were brill. Then I read the mag: even better than the tape, jam-packed full of details on new games. The one thing that spoiled it was that we don't have any shops that sell any full price games or new games like *RoboCop 2*, *NARC*, and *Navy SEALS*. Please help, it's murder playing with the same old games (hint hint).
Craig Tucker, Newport, Shropshire

Ah, you blaggard, you're just after the £40 software prize, aren't you? Well, you're not having it because I've already given it away. But, don't despair, Craig, remember you can do your shopping with CRASH, through our mail order pages. You can order any game that's currently available and, with our discount scheme, you'll save a bit of money, too! Can't be bad.
LM

FLIPPIN' GREAT!

Dear Lloyd
Three cheers for the Sinclair Spectrum. I haven't written to complain about the Spectrum, I've written to compliment it. I think the Spectrum +2 and +2As are excellent value for money. The graphics are very good considering there is only a 128K memory. There is a wider and more varied selection of games available to the Spectrum than many other computers.
I've owned a +2A for nearly two years and have built up a good collection of games. Another good point is that Spectrum games are reasonably priced compared to what a game might cost for an Amiga. So, to anybody who is thinking about getting a computer, get a Spectrum +2A or +2. The Spectrum also has the best computer magazine to go with it, yes, CRASH.
I'm thinking about getting a printer for my computer. I am told an Amstrad DMP 2000 would be compatible. Please could you tell me how much one would cost and where I could get one.
Christopher Durn (age 14), Romsey, Hampshire.

PLAYABILITY COUNTS!

Dear Lloyd
I am a 128K Speccy owner and a reader of CRASH. Most of my friends say graphics are the thing that count on a computer but I say to them it's playability that counts. They think computers were made for graphics!?! I have a few friends who own 48k Spectrums and they are really disappointed that the great releases like *Total Recall* and *RoboCop 2* did not come on their Spectrum, so I think the software houses should spare a thought for the 48K owners.
Anyway, 1991 seems to be a good year for the Spectrum with the release of *Shadow Dancer*, *Turrican 2*, *Predator 2* etc... Also I'm glad that Ocean and US Gold have seen sense and produced puzzle games like *Chip's Challenge* and the brilliant *Puzznic*. Let's hope there are no more boring soccer games.
Jonathan O'Connor, London

Right, in order...
1 ● Of course it's the playability that counts in games — what's the point of having a game that

SINCLAIR SUPPLIES

Spectrum +2 Computer	£124.99	4 x CF2 Disks	£7.00
Spectrum +3 Computer	£149.99	Amstrad Parallel Printer	£119.99
Spectrum 48, + Membrane	£10.50	Service Manual (+2, +3)	£9.99
Spectrum Power Supply	£13.50	Spectrum Datarecorder	£19.99
Spectrum +2/+3 Power Supply	Phone	Spectrum + User Manual	4.99
+3/2A Parallel Cable	£10.50	+2 User Manual	£14.99
+3 Cassette Lead	£5.50	+3 User Manual	£14.99
Magnum Lightgun & games (+2,+3)	£14.99	+3/+2Am Serial Cable	£10.50
Spectrum Midi Lead	£9.99	Cheetah Lightgun & Games	£14.50
+2/+3 Joystick Adapter	£4.99	+3/+2 scart Cable	£12.99

SPECTRUM REPAIR
- Only £13.00
48K/+ repair. Includes insurance etc. Send machines only.
Prices include V.A.T. & p&p. Chq/PO to:
Omnidale Supplies, 23 Curzon Street, Derby, DE1 2ES.
Tel: 0332 291219
VISA

COMPUTERDIAL
BATTLESHIPS
COMPUTERDIAL FANTASY ADVENTURES
HIGH SEAS WAR GAME

£100 MONTHLY PRIZE
0898 800 880
Calls are more expensive than ordinary telephone calls and should only be made with the permission of the subscriber. Calls cost 34p per min cheap and 45p per min all other times. Computerdial Ltd., Guildford, Surrey GU1 4JU.

JOKE OF THE CENTURY 0898 800 206
FAT FREDA'S RUDE JOKES 0898 800 207
AUSSIE NAUGHTY JOKES 0898 800 209
BAD TASTE JOKES
NAUGHTY JOKE LINE 0898 800 239
ROGER SMELLIE 0898 800 211
0898 800 210
ULTRA NAUGHTY JOKE LINE FOR READERS OF SMALL PRINT 0898 800 205
HORROR LINE 0898 800 208
BUZZ, 146 Hammersmith Grove W6 7HE
These calls are more expensive than ordinary phone calls, please ask your parent's permission before calling. Calls cost 34p per min cheap rate, 45p at all other times inc VAT

Zeppelin Games

PROGRAMMERS & GRAPHIC ARTISTS

Zeppelin Games Limited is currently launching a recruitment campaign for freelance programmers and graphic artistes. Expansion of the company has meant that there is a large number of both Budget and Full Price projects ready for immediate development.

To those people whose work comes up to our exacting standards, we guarantee to offer you the best payment terms, conditions, and back-up of any software house.

If we have not heard from you in the past two months, please send a brief letter and a demo on any computer format to:

Gareth Briggs
Head of Department
Zeppelin Games Limited
PO Box 17
Houghton-Le-Spring
Durham
DH4 6JP

SOFTWARE

MasterCard · Access · AMERICAN EXPRESS · VISA

SPECTRUM GAMES

BUDGET

3 PLAYER SOCCER SQUAD	(D & H) NEW	2.99
2 PLAYER SUPER LEAGUE		2.99
750CC		2.99
1942		2.99
1943		2.99
A.T.F (ADV. TACTICAL FIGHTER)		2.99
ACE I		1.99
ACE 1&2		2.99
AMERICAN FOOTBALL		2.99
ARCADE FRUIT MACHINE		2.99
ARKANOID 1 OR 2		2.99
AUSTRALIAN RULES FOOTBALL		2.99
BARBARIAN 2		3.99
BARBARIAN		2.99
BATMAN		2.99
BATMAN THE CAPED CRUSADER		2.99
BOMBJACK		2.99
BOUL DERDASH 1 OR 2 OR 4		2.99
THE BOXER		2.99
BOXING MANAGER		2.99
BRITISH SUPER LEAGUE		2.99
BUGGY BOY		2.99
C.J'S ELEPHANT ANTICS		2.99
CALIFORNIA GAMES		3.99
CAULDRON 1 & 2		2.99
CHAMPIONSHIP GOLF		2.99
CHUCKIE EGG 1 OR 2		2.99
CLASSIC PUNTER		2.99
CLASSIC TRAINER		2.99
CLASSIC TRAINER 2	NEW	2.99
COMMANDO		2.99
CONTINENTAL CIRCUS		2.99
COUNTY CRICKET	(D&H)	2.99
CRAZY CARS		2.99
CRICKET MASTER		2.99
CUP FOOTBALL		2.99
CUP MANAGER		2.99
DALEY THOMPSONS DECATHLON		2.99
DALEY THOMPSONS OLYMPIC CHALL		2.99
DAN DARE 2		2.99
DEFENDERS OF THE EARTH		3.99
THE DOUBLE		2.99
DOUBLE DRAGON		2.99
DRAGON NINJA	NEW	2.99
DRILLER		2.99
EMPIRE STRIKES BACK		2.99
FANTASY WORLD DIZZY		2.99
F1 TORNADO		2.99
FAST FOOD		2.99
FIGHTER PILOT		2.99
FIRST PAST THE POST		2.99
FOOTBALL CHAMPIONS		2.99
FOOTBALL DIRECTOR		2.99
FOOTBALL MANAGER		2.99
FOOTBALL MANAGER 2	NEW PRICE	2.99
FOOTBALL MANAGER 2 EXPANSION		2.99
FOOTBALL MANAGER WORLD CUP		2.99
FORGOTTEN WORLDS	NEW PRICE	3.99
FRANK BRUNO		2.99
FRUIT MACHINE SIM 2		2.99
FULL THROTTLE 2		2.99
GARY LINEKERS HOTSHOTS		3.99
GEMINI WING		2.99
GRAHAM GOOCH		1.99
GHOSTS AND GOBLINS		2.99
GHOSTBUSTERS		1.99
GRAND NATIONAL		1.99
GRID IRON 2		2.99
HAWK STORM		2.99
IK+		2.99
KARI WARRIORS		2.99
INTERNATIONAL RUGBY		2.99
INTERNATIONAL FOOTBALL		2.99
INTERNATIONAL MANAGER		2.99
JET SET WILLY		1.99
JOCKY WILSON COMPEDIUM OF DARTS		3.99
JOE BLADE 3		2.99
KENNY DALGLISH SOCCER MANAGER		2.99
KENTUCKY RACING		2.99
KICK OFF		3.99
KWIK SNAX		2.99
LICENCE TO KILL	NEW	2.99
LITTLE PUFF		2.99
MACADAM BUMPER PINBALL		2.99
MAGICLAND DIZZY		3.99
THE MANAGER		2.99
MANIC MINER		3.99
MATCHDAY 1 OR 2		2.99
MONTY ON THE RUN		2.99
MOTOR CYCLE 500		2.99
NEMESIS		3.99
NIGEL MANSELL GRAND PRIX		2.99
ON THE BENCH		2.99
OPERATION WOLF		2.99
OUTRUN		3.99
PAPERBOY		2.99
PASSING SHOT TENNIS		2.99
POPEYE 2		2.99
POSTMAN PAT 1 OR 2		2.99
PRO GOLF (CODEMASTERS)		2.99
PUB GAMES		2.99
PUB TRIVIA		2.99
QUATTRO ADVENTURE		2.99
QUATTRO ARCADE		2.99
QUATTRO COMBAT		2.99
QUATTRO FIRE POWER		2.99
QUATTRO POWER		2.99
QUATTRO SPORTS		2.99
QUESTION OF SPORT		2.99
R TYPE		3.49
RAMBO 3		2.99
REAL GHOSTBUSTERS		2.99
RENEGADE		2.99
RETURN OF THE JEDI		2.99
ROCK STAR ATE MY HAMSTER		2.99
RUGBY COACH	(D & H)	2.99
RUGBY MANAGER		2.99
RUN THE GAUNTLET		2.99
SALAMANDER		2.99
SAM FOX STRIP POKER		2.99
SCOOBY DOO AND SCRAPPY DOO	NEW	3.99
SILKWORM		2.99
SLIGHTLY MAGIC	NEW	3.99
SNOOKER MANAGEMENT	(D & H)	2.99
SNOOKER MANAGER		2.99
SOCCER 7		2.99
SOCCER DIRECTOR		2.99
SOCCER Q		2.99
SPITTING IMAGE	NEW PRICE	2.99
SPY V SPY 1 OR 2		2.99
STAR WARS		2.99
STREET FIGHTER		2.99
STRIP POKER 2		2.99
STRIKER		2.99
STRIKER MANAGER	NEW	3.99
SUPER HANG ON		2.99
SUPER NUDGE 2000		1.99
SUPER STOCK CARS		2.99
TARGET RENEGADE		2.99
TARZAN GOES APE		2.99
TECHNOCOP	NEW PRICE	3.99
TELLYWISE		2.99
TETRIS		3.99
THUNDERBLADE		3.99
THUNDERCATS		2.99
TOMAHAWK		2.99
TOP GUN		2.99
TORNADO ECR	NEW	3.99
TRAP DOOR 1 OR 2		2.99
TRACKSUIT MANAGER		2.99
TREASURE ISLAND DIZZY		2.99
TREBLE CHAMPIONS		4.99
WACKY DARTS		2.99
WEC LE MANS		2.99
WEMBLEY GREYHOUNDS		2.99
WONDERBOY		2.99
WORLD GAMES		2.99
XENON		2.99
YES PRIME MINISTER		2.99
YOGI AND THE GREED MONSTER		2.99
YOGI BEARS GREAT ESCAPE		2.99

SOFTWARE CITY SPECIALS

3-D POOL		3.99
BOULDERDASH 1 & 2		3.99
CAPTAIN FIZZ		2.99
CRACKDOWN	NEW	2.99
DEACTIVATORS		0.75
DRAGON BREED	NEW	3.99
EARTHLIGHT		0.75
ENLIGHTENMENT (DRUID 2)		3.99
ESCAPE PLANET ROBOT MONSTERS		4.99
FINAL MISSION		1.99
GAMES SUMMER EDITION		2.99
GHOSTBUSTERS 2	NEW	3.99
GHOULS AND GHOSTS	NEW	3.99
GOLD SILVER AND BRONZE		3.99
HAMMERFIST	NEW PRICE	2.99
HARD DRIVIN	NEW	2.99
HEAVY METAL	NEW	3.99
INTENSITY		0.75
KARYSSIA ADVENTURE		2.99
KENNY DALGLISH SOCCER MATCH		2.99
KLAX		3.99
MAGNETRON		0.75
MOONCRESTA		1.99
MYSTERY OF THE NILE		0.75
MYTH		2.99
NINJA SPIRIT		3.99
SLAMMER		2.99
SANXION	NEW	2.99
SHACKLED		1.99
SNOWSTRIKE	NEW	3.99
SPYTREK ADVENTURE	NEW	1.99
STARSTRIKE 1 & 2		1.99
TEMPEST		1.99
TIME MACHINE	NEW	3.99

FULL PRICE

	CASS	DISC
ANCIENT BATTLES	10.99	N/A
BACK TO THE FUTURE 3	7.50	10.99
BATTLE COMMAND	7.50	10.99
BATTLE OF THE BULGE	9.99	N/A
CARRIER COMMAND	10.99	12.99
CHASE HQ 2	7.50	10.99
CHIPS CHALLENGE	7.50	N/A
CRETE 1941	9.99	N/A
CRICKET CAPTAIN (D&H)	7.50	N/A
DELTA CHARGE	7.50	N/A
DICK TRACY	7.50	N/A
E.S.W.A.T.	7.50	N/A
EGG THE DUCK (NEW)	7.50	10.99
EMLYN HUGHES INT. FOOTBALL	7.50	10.99
EMLYN HUGHES TRIVIA QUIZ	7.50	N/A
EUROPEAN SUPER LEAGUE	6.99	10.99
EXTERMINATOR	7.50	N/A
F-16 COMBAT	10.99	14.99
FAMOUS FIVE	7.50	N/A
FOOTBALL DIRECTOR 2 (128K +2 & +3)	13.99	13.99
FUN SCHOOL 2 (UNDER 5'S)	8.99	12.99
FUN SCHOOL 3 (5-7)	8.99	12.99
FUN SCHOOL 3 (7+)	8.99	12.99
GAZZA 2	7.50	10.99
GOLDEN AXE	7.50	10.99
GRAND PRIX (D & H)	7.50	N/A
GUNSHIP	7.50	10.99
HOSTAGES	7.50	10.99
HYDRA	7.50	10.99
IRON LORD	10.99	17.50
KICK OFF 2	7.50	10.99
LIGHT CORRIDOR	7.50	10.99
LOOPZ	7.50	N/A
LORDS OF CHAOS	7.50	10.99
LOTUS ESPRIT TURBO CHALLENGE	7.50	10.99
MAN UTD	7.50	10.99
MIDNIGHT RESISTANCE	7.50	10.99
MONTY PYTHON	7.50	10.99
MULTI PLAYER SOCCER MANAGER	7.50	N/A
NARC	7.50	10.99
NARCO POLICE	7.50	10.99
THE NATIONAL	7.00	N/A
NAVY SEALS	7.50	10.99
NIGHTSHIFT	7.50	N/A
NINJA REMIX	7.50	N/A
NORTH AND SOUTH	7.99	10.99
OPERATION THUNDERBOLT	7.50	10.99
PANG	7.50	10.99
PREDATOR 2	7.50	10.99
PROJECT STEALTH FIGHTER	7.50	10.99
RAINBOW ISLANDS	7.50	10.99
RICK DANGEROUS 2	7.50	10.99
ROBOCOP 2	7.50	10.99
SCRABBLE, MONOPOLY & CLUEDO	14.99	N/A
SHADOW OF THE BEAST	5.99	11.99
SHADOW WARRIORS	7.50	10.99
SIM CITY	9.99	11.99
SKULL AND CROSSBONES	7.50	10.99
SNOWSTRIKE	7.50	N/A
ST DRAGON	7.50	N/A
STAR WARS TRILOGY	7.50	N/A
STRIDER 2	7.50	N/A
SUBBUTEO	7.50	10.99
SUPER CARS	7.50	10.99
SUPER MONACO GRAND PRIX (NEW)	7.50	N/A
SUPER OFF ROAD RACER	7.50	10.99
SWITCHBLADE	7.50	N/A
SWIV	7.50	N/A
TEENAGE MUTANT HERO TURTLES	5.99	11.99
TIME MACHINE	7.50	10.99
TOTAL RECALL	7.50	10.99
TOYOTA CELICA	7.50	10.99
TREVOR BROOKINGS WORLD CUP	7.50	10.99
TRIVIAL PURSUIT	10.99	N/A
TURRICAN	7.50	10.99
THE UNTOUCHABLES	7.50	10.99
WELLTRIS	7.50	10.99
WORLD CHAMPIONSHIP BOXING	7.50	10.99
WORLD CHAMPIONSHIP SOCCER	7.50	N/A

COMPILATIONS

POWER UP
TURRICAN, X-OUT, RAINBOW ISLANDS, CHASE H.Q. & ALTERED BEAST
CASS 12.99

THE WINNING TEAM
A.P.B., KLAX, VINDICATORS, CYBERBALL & ESCAPE PLANET ROBOT MONSTERS
CASS 10.99 DISK £14.99

COIN OP HITS 2
GHOULS AND GHOSTS, DYNASTY WARS, NINJA SPIRIT, VIGILANTE & HAMMERFIST
CASS 11.99

COIN OP HITS
OUTRUN, THUNDERBLADE, ROAD BLASTERS, SPY HUNTER & BIONIC COMMANDO
CASS 5.50

CRASH SMASHES
BIONIC COMMANDO, WINTER GAMES, 720, IMPOSSIBLE MISSION 2 & SPY HUNTER
CASS 5.50

GIANTS
ROLLING THUNDER, GAUNTLET 2, 720, OUTRUN & CALIFORNIA GAMES
CASS 5.50

WINNERS
THUNDERBLADE, LED STORM BLASTEROIDS, IMP MISSION 2 & INDIANA JONES TEMPLE OF DOOM
CASS 5.50

SYSTEM 3 PACK
MYTH, VENDETTA, TUSKER & I.K.+
CASS 12.99

FIST OF FURY
DOUBLE DRAGON 2, SHINOBI, NINJA WARRORS & DYNAMITE DUX
CASS 10.99

ITS T.V. SHOWTIME
KRYPTON FACTOR, BOSS, FULL HOUSE, EVERY SECOND COUNTS & BULLSEYE
CASS 7.50

DIZZY COLLECTION
DIZZY, FAST FOOD, FANTASY WORLD DIZZY, TREASURE ISLAND DIZZY & MAGIC ISLAND DIZZY
CASS 7.50

CHALLENGER
FIGHTER BOMBER, PRO TENNIS TOUR, KICK OFF, STUNT CAR RACER & SUPER SKI
CASS 10.99

WHEELS OF FIRE
HARD DRIVIN', CHASE HQ, POWERDRIFT & TURBO OUTRUN
CASS 10.99 DISC 17.50

SOCCER MANIA
FOOTBALL MANAGER 3, MICROPROSE SOCCER, FOOTBALL MANAGER WORLD CUP EDITION & GAZZA'S SUPER SOCCER
CASS 10.99

HOLLYWOOD COLLECTION
ROBOCOP, INDIANA JONES LAST CRUSADE, BATMAN THE MOVIE & GHOSTBUSTERS 2
CASS 12.99

PLATINUM
STRIDER, BLACK TIGER, GHOULS AND GHOSTS, FORGOTTEN WORLDS & L.E.D. STORM
CASS 11.99 DISC 13.99

SEGA MASTER MIX
SUPER WONDERBOY, DYNAMITE DUX, CRACKDOWN, TURBO OUTRUN & ENDURO RACER
CASS 11.99

KIXX MULTIMIX
LEADERBOARD, LEADERBOARD TOURNAMENT & WORLD CLASS LEADERBOARD
CASS 4.99

MULTIMIX 2
BEACH HEAD 1 AND 2 & RADIO OVER MOSCOW
CASS 4.99

TOP TEN COLLECTION
SABOTEUR 1 & 2, SIGMA 7, CRITICAL MASS, AIRWOLF, DEEP STRIKE, TURBO ESPRIT
CASS 5.50

THRILLTIME GOLD 2
AIRWOLF, SCOOBY DOO, BATTLESHIPS, SABOTEUR & FRANK BRUNO
CASS 4.99

KARATE ACE
BRUCE LEE, NUNJA, PC MASTER, AVENGER, WAY OF THE EXPLODING FIST, UCHI MATA, WAY OF THE TIGER & SAMURAI TRILOGY
CASS 8.99

BLANK 3" DISCS
AMSOFT/MAXELL

1	2.75
5	12.99
10	22.99

SAM COUPE

DELTA CHARGE
CASS 7.50 DISK N/A

ESCAPE-PLANET ROBOT MONSTERS
CASS N/A DISK 10.99

FAMOUS FIVE ON TREASURE ISLAND
CASS 9.99 DISK 10.99

FOOTBALL DIRECTOR 2
CASS 14.99 DISK 14.99

FUTUREBALL/ SAM STRIKES OUT
CASS 9.99 DISK 14.99

MINDGAMES 2
CASS 9.99 DISK 999

PIPEMANIA
CASS 9.99 DISK 999

SPHERA
CASS N/A DISK 10.99

TASWORD 3
CASS N/A DISK 14.99

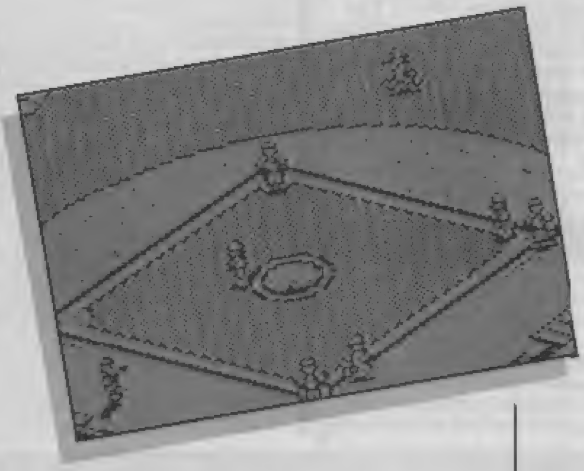
CITY

Unit 4, B.D.C., 21 Temple Street, Wolverhampton, WV2 4AN.
Tel: 0902 25304. Fax: 0902 712751

CALL US ON: 24 HOUR CREDIT CARD HOTLINE 0902 25304

SPECTRUM SPECIAL OFFER

R.B.I 2
DOMARK



"A Sports Game that takes you to the Baseball field!"

"R.B.I. 2 definately scores a home run!"

— CRASH

86%

CASSETTE £7.50
DISK £13.99

SAM COUPÉ

ESCAPE FROM PLANET ROBOT MONSTERS

£10.99 DISK ONLY

KLAX

CASSETTE £10.99 DISK £10.99

F-16 COMBAT

CASSETTE £11·99 DISK £11·99

ORDER FORM & INFORMATION

All orders sent FIRST CLASS subject to availability. Just fill in the coupon and send it to:-
Software City, Unit 4, BDC 21 Temple Street, Wolverhampton WV2 4AN.
POSTAGE RATES - Please add 50p for orders under £5. Non UK/EEC countries add £2.50 per item. Non EEC countries add £4 per item. Paying by cheque - Cheques payable to Software City

Name .....

Address .....

.....

Postcode ..... Tel No .....

Name of Game	Computer	Value
	Postage	
	TOTAL	

Card Type ..... Expiry Date .....

Card No .....

Signature ..... Date .....

CRASH JUNE EUROPEAN ORDERS MASTERCARD EUROCARD ACCEPTED

looks amazing but plays like a wet haddock? Absolutely none at all. I reckon the best thing you can do is get a wet haddock and give your friends a good slap with it.
2 ● Yes, it is a shame that 48K owners had to miss out on playing *Robo 2* and *Total Recall*. But, I've said it before (and you'll no doubt say it again —Ed), if a complex game can only be programmed successfully on a 128K machine, there's very little point in stripping bits of the gameplay away to cram it into 48K, because it'd probably end up being disappointing. Though, now I've said that, I bet some smart-alec software house is going to prove me wrong. Pih!
3 ● Yes, on the whole, 1991 has been a pretty groovy year so far.
4 ● Puzzle games are making a comeback, expect to see a few more before the end of the year. Likewise for soccer games.
Sorry.
LM

SPECCYS ARE FAB

Dear Lloyd
Please could you tell my friends how good a Spectrum +2 is, they are boasting about their Nintendos and Segas. I only have one friend who agrees with me because we both have Spectrum +2s. My friend reckons Spectrum graphics are no good at all. What do you think.
Robert Finlayson (age 9), Rosyth, Fife

It's true! Speccy graphics are completely wonderful. Think of all the different styles in which Speccy graphics have been used: cartoon, solid 3D simulations, fast vector graphics, digitised and scrolling all over the shop! I think a good clout with the wet haddock is in order for your friends, don't you?
LM

"HOWYADOIN"????

Yo! Lloyd
Howyadoin'! I've got some questions and I've chosen you to answer them and if you don't I'll get my best pal Arnold Schwarzenegger on to you like a flash! So on to the questions!
1. One of my favourite games is *Exolon*, how many % did you give it?
2. Is there a cheat for *Exolon*? (My mate says there is one, that you write a word into the high score chart and bingo, you have infinite lifes! Only he's forgotten the word! Do you know it, or can you find it out? It would be safe if you could!)
3. When will *Dizzy 5* be out? (As I'm Dizzy's biggest fan, and it would be dead cool to know!)
And will there be a *Dizzy 6*? So, thanks and over and out to you Earth people!
Luke Palmer (age 12), Bristol, Avon

Erm... Yo, Luke. I'madoin' rather pleasantly, thank you for asking. Your questions, sir...
1 ● *Exolon? Ooo, we gave it lots of %. 90 of the things. Yup, 90% in Issue 43, waaay back in 1987.*
2 ● The cheat's nothing to do with the high score table. This is how you get infy lives in *Exolon*: go into redefine keys mode and type ZOBRA. Then hit your brainless chum with a wet haddock (busy month for haddock slapping, isn't it?).
3 I There's no official word on *Dizzy 5*, except that it is happening and will, of course, be 'absolutely brilliant'. There's bound to be a *Dizzy 6* but as to when is anyone's guess.
LM

AN ABONNEE?!?

Dear Sirs
I have a problem. When I got my Spectrum I did not have any games. So I went to the shop and found CRASH. But, later I could not find your magazine anymore. Could you please let me know how to become an abonnee? How much it costs?
M Kulesinski, Belgium

Abonnee? Haven't a clue what an abonnee is, let alone know how to become one. If you're talking about becoming a subscriber then all you need do is fill out the subs form and send us your money (currently £24 for European subbers) and we'll post CRASH to you every month (and give you a free game into the bargain!).
LM

OH, DEARY ME...

Dear Lloyd,
Just one thing: What game do Teenage Mutant Ninja amphibians like playing with springs? Dunno? Give up? It's *Turtle Recoil*!!! Har, har! (*Total Recall*, gettit?!).
Steven Donnerly, Clapton, London

Oh dear, somebody isn't at home to Mr Humourous, are they Steven? Here, have a wet haddock, y'clot. *Slap!* Can anyone do better? If so, send in your miserable 'jokes' to me at the usual address, marking your envelope Wet Haddock (just to confuse the postie).

ROMANTIC ROBOT present the MULTIFACE COLLECTION

multiface 3 For Spectrum +3 or +2A. £34.95 or £39.95

Multifaces are a MUST for every Spectrum owner. They can FREEZE a program ANY time and back it up. They transfer between tape/disk/cartridge/wafer. Their toolkit lets you PEEK/POKE, study/modify, etc. All at a touch of a button! Multifaces are FULLY automatic, menu driven, a joy to use. Their 8K RAM lets you use extra unique programs - see Genie/Lifeguard. Idiot-proof - no computing knowledge needed. Don't waste any more time - get a MULTIFACE!

Multiface 3 saves to tape/disk. Compatible with Lifeguard, but NOT Genie. With or without a thru port.

£10 OFF

MULTI PRINT £29.95 or £34.95 Spectrum 48/128/+2. With or without thru port.

The best Spectrum Printer Interface. Instant use - has all in its 8K Rom/Ram. Freeze programs to get a print menu. Fully programmable, does everything, with Multi-Toolkit & Centronics cable. EASY to use - nothing compares to it!

£15 OFF

GENIE By being outside a Spectrum GENIE MF1/128(MP), any running (in a Multiface) can disassemble - in GENIEous! program at any time - in GENIEous!

multiface m multiface one

£10 OFF

M1 works in 48k mode. Save to tape/microdrive/wafer/Opus/Beta it also has a joystick interface. ~~£39.95~~ £29.95!

MF128 works in 48/128 mode. Save to tape/m'drive/+ D/Disciple/Opus. ~~£44.95~~ £34.95!

For Spectrum 48/128/+2

VIDEO FACE £29.95 ONLY!

For any Spectrum. With a thru port. Turn frames from video camera/recorder into Spectrum hi-res screens. Screens can be frozen, saved, printed out, altered, animated, etc. Menu driven, extra FX. Great fun, unique, educational - buy it!

£15 OFF

LIFEGUARD By being outside a Spectrum (in a MF or MP) LIFEGUARD finds infinite lives, ammo, etc. An ETERNAL LIFE for just £5.95!

You MUST NOT use any of these products to copy, reproduce or infringe in any way any copyright material without the clear permission of the copyright owner. We do neither condone nor authorise the use of our products for the reproduction of copyright material - to do so is ILLEGAL!

All prices are already discounted and apply to Mail Orders to 20/6/91 only.

I enclose a Cheque/Postal Order/Cash plus P&P for £.....
or debit my Access/Visa No.....
Name.....Card Exp.....
Address.....

P&P UK & Europe	£ 1.00 ☐	P&P OVERSEAS	£ 2.00 ☐
MULTIFACE One	£29.95 ☐	GENIE 1/128 (NOT 3)	£ 6.95 ☐
MULTIFACE 128	£34.95 ☐	VIDEOFACE Digitizer	£29.95 ☐
MULTIFACE 3	£34.95 ☐	M3 with through port	£39.95 ☐
MULTIPRINT	£29.95 ☐	Multiprint + through port	£34.95 ☐
LIFEGUARD	£ 6.95 ☐	Spectrum +3 Disks	£ 2.95 ☐
MUSIC Typewriter	£ 5.95 ☐	Spectrum +3 Tape Lead	£ 2.95 ☐

ROMANTIC ROBOT UK LTD 54 Deanscroft Ave, London NW9 8EN 24 hrs 081-200 8870 cr

HI-FIRE!

Send us your scores and proclaim your utter brilliance to the entire Speccy universe, who'll promptly turn green with envy! Especially if you win the monthly prize of a software voucher worth a fabulous £40! Hurrah! And don't forget to send a photo of yourself, if possible. We'll be making more use of your photos in a couple of issues when welaunch the Hi-Fire House of Horrors. What is it? Well, you'll have to wait and see — but do send your photo (and don't forget your name and address)! Scores to: NEWSFIELD, HI-FIRE, CRASH, LUDLOW, SHROPSHIRE SY8 1JW.

KWIK SNAX
80,000 Steven Mould, Milton Keynes
77,900 Darren Thomas, Seven Sisters
69,709 John Dorling, Suffolk
60,572 Richard Morris, Broseley
59,828 Anthony Scoble, Gloucestershire

FANTASY WORLD DIZZY
30 Coins Darren Thomas, Seven Sisters

ROBOCOP
1,567,800 James Wright, Bramsholme

ROBOCOP 2
21,357,500 Daniel Miller, Whitchurch
13,718,400 Micael Helder, Portugal
13,562,555 Richard Morris, Broseley

TEENAGE MUTANT HERO TURTLES
382,420 Max Burton, Glasgow
88,250 Jonathan Owen, Crewe
64,340 Tony Ellwood, Cumbria
56,870 Steven Wamtall, Deal

DOUBLE DRAGON II
310,650 Steven Wamtall, Deal

RAINBOW ISLANDS
3,131,876 Tom Morgan, Altringham, Cheshire
1,357,340 Simon Johnson, Tyne & Wear

R-TYPE
148,200 Kevin Townsend, West Worthing

MAGICLAND DIZZY
30 Diamonds, Jonathan Owen, Crewe

TARGET RENEGADE
310,800 Alan Daniels, Ayrshire

SOLARIS
3,500,000 Raymond Black, Birmingham

'Phwoooooar! Oooo, yes please!' hollered the girls in the CRASH office when they saw **Max Burton**'s photie. Girls, you'll just have to calm down and wait a couple of years — the poor chap's only 13! No girls, you can't have 'em when they're 'young and tender' (that's sweetcorn, you bunch of clots!). Sorry about this, Max. Here, have a £40 software voucher

HELP!

Hayip! Hayip! It's the wulf! Except it's nothing of the sort. It's only Richard Lane from Solihull, West Midlands with this useful bit of *help!* for *Night Shift* owners. What's afoot, Rich? 'I just thought that I'd write in to help out anyone who has a 128K computer and the cassette version of *Night Shift*. On loading it in 128K mode, I found that the block of code after the screen did not want to load in. Assuming that it was faulty, I rewound the tape and tried loading it in 48K mode just to check. It worked! When I came to load it again it still didn't work in 128K mode. But then I found out that if you leave the tape running, or fast forward it to the next block of code (after the block of code after the picture), a 128K version loads in. I hope this helps anyone out who may have been worried that their version was faulty, like I did at first. The 128K version does away with all the awful multi-load stuff and has sound effects and music.' **Ta very much. If you can offer *help!* or need some *help!* yourself, just drop me a line at the usual address, marking your envelope Help!**

LIVE CIRCUIT

SECRET GAMES BUSTED!

● It's happening! What is? Oooo, everything!! The Speccy games world burst into action recently at the annual European Computer Entertainment Show with a host of new announcements being made. If the software houses keep their promises we're in for a rollicking good time for the rest of the year! Check it out...

US Gold have loads of stuff lined up, including coin-op conversions of *Final Fight*, *Mega Twins*, *G-Loc* (now that should be an interesting one to see on the Speccy!) and *Bonanza Bros*. There's also an adaptation of the **Godfather 3** film, a great **Indiana Jones** game called *Fate of Atlantis* (but there's no film, sadly), and *Out Run Europa* (finally!). Plenty more games still to be revealed, so stay tuned!

Ocean have grabbed the biggest licence of the year by snapping up the rights to **The Simpsons** — don't have a cow until December, though. Also in the pipeline is *Toki* (shouldn't be long), *Wild Wheels*

WIN! WIN! WIN! WIN! WIN! WIN! WIN!

OVER £1000 WORTH OF PRIZES!!!

COMMODORE CDTV
0839 - 121236
basically an Amiga with a cd/rom. worth £600!!!!

SOFTWARE SCOOP!
0839 - 121221
megadrive, master, nes, lynx famicom etc. £200 to spend.

SEGA MEGADRIVE
0839 - 121222
the awesome 16 bit console and you can choose a game

WHAT-U-WANT
0839 - 121223
whatever your heart desires up to £150. Absolutely anything!

The more entries you make, the better your chances

PLUS PLUS PLUS PLUS PLUS PLUS PLUS

0839 - 121224 could win you a SEGA GAMEGEAR

all calls last approx. 4 mins. one prize per competition
calls are charged at 33p per min. cheap rate and 44p per min. all other times
if you are under 18 please get permission to use the telephone

PLAY TO WIN, 159 STRATHMORE AVENUE, LUTON, LU1 3QR
TEL : 0582 413943
WE BUY / SELL / EXCHANGE ALL USED HARD/SOFTWARE

WIN! WIN! WIN! WIN! WIN! WIN! WIN!

LIVE WIRE

SINCLAIR REPAIRS & SPARES

Repairs:-
Spectrum 48k + - 16.00
Spectrum 128k, +2 - 22.00
QL - 27.00
Repairs prices include parts, labour & return postage. 3 months warranty
Spares:-
Hundreds of parts in stock also many leads.
All prices include postage
Many spares & leads in stock
ACE REPAIRS, DEPT CR2,
OUTWAYS FARM, PELYNT,LOOE,
CORNWALL,
PL13 2NW
TEL: (0503) 20282.
VISA

GOT SOMETHING TO SAY GOT SOMETHING TO SELL

PRODUCTS, SERVICES, SPARES AND REPAIRS, IF YOU WANT TO BE A LIVE WIRE CONTACT

CHRISTINE MOORE on

0584 875851

SPECTRUM REPAIRS

48K PLUS REPAIR	£16.50
48K RUBBER REPAIR	£15.50
48K PLUS MEMBRANES	£11.00
48K RUBBER MEMBRANES	£6.00
41/6 MEMORY 1c	£0.70
4164/4532 MEMORY 1c	£2.60
280 CPU 1c	£2.60

MINIMUM ORDER £5 PRICES INCLUDE VAT AND POSTAGE

R.A.ELECTRONICS (CR)
133 LONDON RD SOUTH,
LOWESTOFT SUFFOLK
NR33 0AX TEL:0502 566289

PBT ELECTRONICS LIMITED

PORT TALBOT WORKSHOPS, UNIT 17,
ADDLEON ROAD, PORT TALBOT SA12 6HZ
TEL:0639 885008 FAX:0639 887170

SAM COUPE computer no drive	£139.99	Colour multi dump utility on disk	£8.99
SAM COUPE computer + 1 drive	£199.99	Parallel printer cable SAM/+D	£7.99
SAM 1Mb memory pack	£79.99	Parallel printer cable +2A/+3	£7.99
SAM disk drive	£79.99	SAM scart cables	£9.99
SAM 256K expansion	£39.99	SAM midi cables	£7.99
SAM comms interface	£29.99	SAM dual joystick adaptor	£8.50
SAMbus includes real time clock	£49.99	Plus D/BBC dual drive adaptor	£14.99
Printer switch A + B	£23.95	3.5" DS/DD disks box of 10	£6.49
SPI printer interface for SAM	£19.99	3.5" disks loose in 10's	£3.90
Voice Box allows SAM to speak	£39.99	3.5" lockable boxes 40 cap	£4.99
SAM sound sampler + microphone	£49.99	3.5" lockable boxes 80 cap	£6.99
Citizen 120D + parallel printer	£140.99	Tractor feed paper 2000 sheets	£21.99
Citizen 124D + parallel printer	£195.50	SAM tech manual	£16.99
Citizen Swift 9 colour printer	£195.50	Master DOS	£15.99
Citizen Swift 24 colour printer	£295.50	SAM midi sequencer	£32.50
Mannesman MT81 parallel printer	£135.99	1200 ribbons	£4.69
Star LC10 ribbons black	£6.19	Star LC10 colour ribbons	£8.29
Mannesman MT81 ribbons	£4.99	Citizen Swift colour ribbons	£14.99

ALL SAM SOFTWARE AVAILABLE PLEASE RING FOR DETAILS
DISK DRIVES PLUS D AND DISCIPLE INTERFACES REPAIRED PLEASE RING

TREASURE ISLAND

CASH PRIZES

0898 313 586

Infodial PO Box 36 LS1 4TN Call charges 34p per min Cheap rate 45p all other times

AT LAST

SPECTRUM SPARES

AT REALISTIC PRICES

All prices include post/packing, handling and VAT

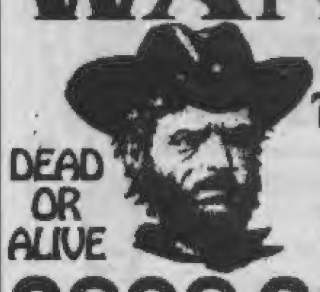
ULA 6C001	£14.99	SPECTRUM K/BOARD MEMBRANE	£7.99
128K ROM	£11.99	SPECTRUM K/BOARD MAT	£8.99
Z80A	£2.99	SPECTRUM K/BOARD TEMPLATE	£6.49
7805 REG	£1.49	SPECTRUM + MEMBRANE	£9.99
4116 RAM	£1.99	MODULATOR	£9.99
SPEC PSU	£10.49	S/MANUAL	£22.99

Remember all prices include P&P, handling and VAT
Full spares list available/Trade enquiries welcome
Access/Visa or Postal Order Cheques.
SPECTRUM REPAIRS £9.99 + PARTS + CARRIAGE + V.A.T.

ELECTRONIC SERVICES

176 VICTORIA ROAD WEST, CLEVELEYS, BLACKPOOL FY5 3NE
TEL: (0253) 822708

WANTED



USE YOUR VOICE TO OUTDRAW THE GUNFIGHTER

CASH PRIZES

0898 31 35 69

INFODIAL POBox 36 LS1 4TN Call charges 34p Per Min Cheap 45p Per Min All Other Times

NEW FOR SAM

MONEY BACK GUARANTEE

SAMTAPE 3+4 Makes Sam act as a Spectrum - load in then save most programs to disk/tape + peek/poke, etc. Takes snapped files from +D and disciple. All keys work. LPrint, LList + much more! Tasword, 48k DTP by PCG. Easy to use. Ver 3 for Rom 1. Ver 4i for Rom 2 + disk - extra features including copy command, compression of files - saves approx 10-60% of memory, customised palette colours, search command, etc.
VERSION 3 at £10.99. VERSION 4 at £11.99. - state which!

SAMDISK A 1st Class disk utility - will copy many files in one go - V. fast. Erase, Protect, Unerase, Repair Tracks. Disk Catalogue, Special Format, and Verify. Auto Detects 256/512K, +1/2 drives. Uses own code - No DOS - £10.99.

SAM ASSEMBLER3 Contains upgrades assembler, plus a disassembler and a monitor/single step program to debug M/code - 1st rate full screen editing, 64 column, scratch/help page, multiple ssource files - 256 + 512K versions included. HEX/DEC/BIN Dumps, list to labels, printer etc. £10.99.

SAM TOOLKIT Includes Sam assembler 3 plus a reverse assembler - makes a source file from M/Code, plus a guide for writing code on a Sam using its memory pages, Rom/Ram + examples - £14.50.

SAM ADDRESS/PHONE MANAGER Save addresses of friends or customers. Prints labels, M/code search, amend (to disk), 5000 addresses per disk. Alphabetic sort. Can input cash + product code. In phone mode, can list names, phone numbers, etc. Unsecured! - £8.50.

SPECTRUM

TAPE UTILITY D - Tape to tape backup of most Spectrum programs - converts many for reliable loading! Unsecured £8.50

TRANSPACK2 - Unsecured + copies to disk. For tape to disk transfer + manages 1000s of programs including clicks + "fire" + countdown loaders - not for nonvice. £11.99. Information books 1,2,3 £2.50 each - gives details of 100s of transfilers that TP2 cannot do automatically.

Z80 TOOLKIT2 - "Brilliant package" - YS 7/88. Unrivalled M/Code packages similar to SAM Toolkit. A must for all! £8.99.

PLUS3MATE and **MICROMATE** - similar to SAMDISK but for +3 and M/Drive respectively. Will also clone - copy files + 3 disksecartridges. Includes Sector+ Editor + much more!! PLUS3MATE £12.99 on disk, MICROMATE £11.99 on cartridge.

UK POST FREE +£1 EUROPE, +£2 REST. SAE FOR DETAILS. HIGH QUALITY DISKS:
+3" DISKS £2.20 EACH, 3.5" DISKS 70P EACH - ALL MIN OF 4 POST FREE.
WE SELL SAM HARDWARE - DRIVES, INTERFACES ETC. UPDATE SERVICE.

LERM, DEPT CR 11 Beaconsfield Close, Whitley Bay, Tyne and Wear. NE25 9UW. Tel (091) 2533615. Prop L. Evans.

(which is, apparently, football played by competitors driving bumper cars), *Smash TV*, *Darkman* (from the spook-like film), *Terminator 2* (from the bash-like film yet to be seen in the UK) and Bruce Willis's latest film, ***Hudson Hawk***, gets the Ocean coding treatment for release in the autumn.

Hi-Tec have signed up with **Warner Bros** to produce a stack of mega-games based on the **Loony Toons** characters. Prepare to be dazzled with games starring **Bugs Bunny**, **Daffy Duck**, **Elmer Fudd**, **Sylvester** and **Tweetie Pie** (did you see a puddy tat?)

Gremlin announced plans for two new labels. There's the budget priced label, called **GBH**, and the first couple of releases are *Footballer of the Year 2* and *Impossamole*. An educational software label called **First Class** launches with a game aimed at four to six-year-olds based around **The Shoe People**.

Imageworks get to grips with the slimey quartet of half-shelled heroes once again this Christmas with the release of *Turtles 2 — The Arcade Game*, taken from the **Konami** coin-op. Cowabunga all over again, anyone? Also, **Jaleco**'s coin-op *Cisco Heat* gets the conversion treatment for a release late this year. It's a turbo-charged race through the hilly streets of San Francisco in a police car and promises fab 3D graphics and the most realistic handling on a computer screen. Well, that's what they say...

Krisalis have another sporting effort in the shape of *Manchester United Europe*, a sequel to their best-selling *Manchester Utd* title. The game takes the club into the European Cup arena with all-new in-game features and includes a management and arcade action sections.

Mindscape have signed with the environmentally sound superhero **Captain Planet** for a Speccy game appearing around September. And they're dead chuffed with their licence to convert **Atari**'s *Paperboy 2*. The original *Paperboy* is one of the best-selling Speccy games of al time, so **Mindscape** are hoping for a repeat performance which'll earn them plenty of dosh.

Domark, who have always been a few plums short of a pudding, revealed their Christmas list which includes conversions of the **Atari** coin-ops *Pitfighter* (an action-packed wrestling game), *Rampart* and the sequel to *Hard Drivin'*, *Race Drivin'*. Also in the **Domark** pipeline is **Taito**'s *Super Space Invaders* and should be making an appearance around September. Like Domark say ,'Space Invaders was a phenomenon in the 1970s...' Unspeakably flappy flares, ahoy!

● **Keep up with the action with CRASH, why don't you!**

GET YOUR GAME ONTO THE CRASH POWERTAPE!

Got a game you've written and would like us to consider for inclusion on the CRASH cover cassette? Then send it to us with this form! We'll evaluate it and let you know whether it's suitable and how much you'll get for your masterpiece if we go ahead.

Name.....

Address.....

.....Postcode.....

Telephone (Daytime).....

(Evenings).....

IMPORTANT!

Please sign this declaration:

This program is submitted for publication by CRASH. It is wholly my/our own work and I/we agree to indemnify CRASH Ltd/Newsfield Ltd against any possible legal action should copyright problems arise. The game is not being considered for publication by any other magazine or software house, and I/we will inform you in writing in the event of this happening.

Signed.....

Date.....

Remember we will NOT consider your game if you do not enclose this coupon (or a photocopy)!
Send the game and coupon to: NEWSFIELD, CRASH POWERTAPE DEPT, Ludlow, Shropshire SY8 1JW

EDITORIAL OFFICE *Newsfield Ludlow Shropshire SY8 1JW* 0584 875851 fax 0584 876044 Editor Richard Eddy Sub Editor Warren Lapworth Staff Writers Mark Caswell, Nick Roberts, Lloyd Mangram Art Editor Mark Kendrick Photography Michael Parkinson Production and Circulation Director Jonathan Rignall Systems Operator Paul (Charlie) Chubb Reprographics Matthew Uffindell (Supervisor), Robb Hamilton, Robert Millichamp, Tim Morris, Jane Reddard Group Advertisement Manager Judith Bamford Advertisement Sales Executive Christine Moore Advertisement Production Jackie Morris (Supervisor), Jo Lewis Mail Order Carol Kinsey Subscriptions Caroline Edwards, CRASH, Newsfield, Ludlow, Shropshire, SY8 1JW Typesetting Apple Macintosh Computers using Quark XPress and Bitstream fonts Systems Manager Ian Chubb Colour Origination Scan Studios, Islington, London. Printed in England by BPCC Business Magazines (Carlisle) Ltd Newtown Trading Estate, Carlisle, Cumbria, CA2 7NR Distributor Comag, Tavistock Road, West Drayton, Middlesex

Yearly subscription rates: UK £17.20 Europe £24.00, Air Mail overseas £37. US/Canada subscriptions and back issues enquiries: Barry Hatcher, British Magazine Distributors Ltd, 40 Wilkins Drive, Sweetburg, RR#1 Woodstock, Ontario N4S 7V6, Canada. Tel: 519 421 1285, fax: 519 421 1285. Yearly subscription rates: US $47.00, Canada $57.00. Back issues: US $5.20, Canada CAN$6.20 (inclusive of postage).

COMPETITION RULES: The editor's decision is final in all matters relating to adjudication and we offer prizes in good faith, believing them to be available; if something untoward happens we reserve the right to substitute prizes of comparable value. We'll do our very best to despatch prizes as soon as possible after the published closing date. Winners names will appear in a later issue of CRASH. No correspondence can be entered into regarding the competitions (unless we've written to you stating you have won a prize and it doesn't turn up, in which case drop us a line). No person who is related, no matter how remotely, to anyone who works for either Newsfield or any of the companies offering prizes, may enter one of our competitions.

No material may be reproduced in part or in whole without the written consent of the copyright-holders. We cannot undertake to return anything sent to CRASH — including written and photographic material, hardware or software — unless it is accompanied by a suitably stamped, addressed envelope. Unsolicited written or photographic material on 35mm transparencies is welcome, and if used in the magazine is paid for at our current rates. Copy published in CRASH will be edited as seen fit and payment will be calculated according to the current printed word rate. The views expressed in CRASH are not necessarily those of the publishers.

Copyright CRASH Ltd 1991 A Newsfield Publication ■ ISSN 0954-8661
Cover design and illustration by Oliver Frey

ABC
MEMBER OF THE AUDIT BUREAU OF CIRCULATIONS

THE JULY COMPETITION

WIN

THE
COMMODORE AMIGA
WIN
SEGA MEGADRIVE
(Plus Game of Your Choice)
WIN
NINTENDO SUPER FAMICOM
(Plus any TWO Games)
WIN
NINTENDO GAMEBOY

In The GREAT DIAL-A QUIZ MONTHLY Computer Competition

Answer 4 simple computer related questions correctly and by this time NEXT MONTH YOU could be the Lucky Winner of one of the above four Superb First Prizes in this months DIAL-A-QUIZ Cracking Computer Competition

You MUST call one of the hotlines below and answer ALL 4 questions correctly

And REMEMBER, you can enter ALL Competitions as many times as you like.

Commodore Amiga Hotline:	0839-121-161
Sega Megadrive Hotline:	0839-121-162
Super Famicom Hotline:	0839-121-163
Nintendo Gameboy Hotline:	0839-121-164

One first prize in each competition. Winners are chosen at random from all correct entries received. Closing date for entries is 20th July 1991. All calls last approximately 4 minutes and if you are under 18 we ask you to please obtain your parents consent before dialling.
Calls are charged at 34p per minute cheap rate. 45p per minute at all other times.
If you experience difficulties while attempting to enter please inform us on: 071 485 5964 between 9.30 am & 5.30 pm.

P. Grove. DAIL-A-QUIZ. P.O. BOX 11, SKEGNESS, LINCS. PE25 3NL.

MULTI-PLAYER SOCCER MANAGER

A one to four player management game where it is not only your job to manage your team against 60-63 computer managed teams but up to 3 other non-computer players as well. Each of the players can be in any of the four divisions. Bid against your fellow players for the best transfers. Go for the league and cup titles, using your managerial skill and judgement to make all the right decisions.

Price £9.99 Spectrum 48/128 - Amstrad C64.

OTHER GAMES STILL AVAILABLE BY MAIL ORDER

		16 Bit	8 Bit
The National	■●▮▲▼		£9.99
Grand Prix	■● ▲▼		£9.99
Boxing Manager II	■●		£9.99
Cricket Captain	■●▮▲▼✖◆	£24.99	£9.99
Records File	■●▮		£3.99
Multi-Player Soccer Manager	■●▮▲▼✖◆	£24.99	£9.99
Football Director II	● ▼◆✖▮	£24.99	£9.99

Spectrum 48K ■ Spectrum 126K ● Amstrad CPC464 ▲ Amiga ● Atari ST ◆ IBM ✖ Commdore 64 ▮ Amstrad CPC6128 ▼ Sam Coupé ◗

BUDGET GAMES ALL £2.99

	Spec	C64	Amg
FOOTBALL STRATEGY			
On the Bench	✓	✓	✓
Soccer Q	✓	✓	
Cup Football	✓	✓	✓
Soccer Star	✓	✓	✓
British Super League	✓	✓	✓
International Football	✓	✓	✓
The Footballer	✓	-	✓
Soccer 7	✓	-	✓
2 Player Super League	✓	-	✓
International Manager	✓	✓	✓
Striker	✓	✓	✓
Football Champions	✓	✓	✓
2 Player Soccer Squad	✓	✓	✓
Football Director	✓	✓	✓
Striker Manager	✓	✓	✓
RACING			
First Past the Post	✓	✓	
Wembley Greyhounds	✓	✓	✓
Motorcycle 500	✓	✓	✓
ADVENTURES			
The Realm	✓		
The Damned Forest	✓		
OTHERS			
Software House	✓	✓	✓
Kamishu	✓		
Arena		✓	
Boxing Manager	✓	✓	✓
The Boxer	✓	✓	✓
Championship Golf	✓	✓	✓
Rugby Coach	✓	✓	✓

If you have difficulty obtaining any of our games, send a cheque/P.O. made out to D&H games plus a large S.A.E. with a 30p stamp attached. Please state clearly which game or games you require and for which computer. Also write your name and address on the reverse side of any cheques. Overseas orders please include £1.50 for postage and packing.

D&H GAMES

114 Clifton Road,
Shefford,
Bedfordshire, SG17 5AN
Telephone: 0462 816103

KOBRAHSOFT SPECTRUM AND SAM COUPÉ UTILITIES

SAM DICE DISC UTILITY:- NEW! Features READ; BACKUP; RECOVER ERASED files/lost data; REPAIR directories; DISC CHECK; LOCK OUT BAD sectors; SEARCH for a string; RENAME files; FORMAT all or one track. **Price:- £12.95 on Disc.**

CD2 TAPE TO SAM DISC TRANSFER UTILITY:- NEW! Transfer the VAST MAJORITY of your Spectrum tapes to Sam drive. Changes Sam into A SPECTRUM - gives SUPERB Speccy tape compatibility ALL types of programs can now be transferred to Sam disc - Fast Loaders,Pulsed, Countdown, Multi Block, most of the very latest programs-VERY EASY to use. APPROVED BY MGT. **Price:- £10.95 ON DISC.**

SP6 TAPE TO +3 DISC UTILITY:- NEW Transfer taped to +3 disc. NOW TRANSFERS the LATEST Pulsing, Countdown and Multi Block programs.FREE superb DISC CATALOGUER. Now handles FULL 128K PROGRAMS. INCLUDES SP6 COMPANION which shows how to transfer many games.**Supplied on DISC at:- £14.95.**

SP6 COMPANION VOL 2:-TRANSFERS 100+ GAMES. Needs SP6:- £4.95

DMS +3 DISC MANAGEMENT SYSTEM:- NEW Version 1.1 now with printout, high capacity formats AND extended directories. Organise all your disc files. Large database; FAST file search. MENU programs. **Easy to use:- £14.95 on Disc.**

D.I.C.E :- NEW Version 3.0 +3 disc utility. Now with high capacity format, data printout and disassembler. Lock out faulty sectors; Recover erased files and much more. Easy to use. "An excellent package", CRASH Oct '88. **£14.95 on Disc**

SPECTRUM MACHINE CODE COURSE:- FULL course from beginner to advanced level. Applies to ALL Spectrums. SUITABLE for all.Free Disassembler AND Editor/Assembler: **£20.00.**

DB2 +3 DISC BACKUP UTILITY:NEW Backup +3 PROTECTED discs to DISC OR TAPE Easy to use:Handles Multi-Loads and now even more discs: **£14.95 on Disc.**

PLUS 3 DIARY AND FILING SYSTEM:- NEW Version 1.1 with full printout. Superb filing system/ diary for the +3 with LARGE DATABASE, fast search/retrieve, bosh/bms.- **£12.95 on Disc.**

ALSO AVAILABLE:- SD5 TAPE TO MD; SO5 TAPE TO OPUS; MT1 MD TOOLKIT; SC6 TAPE UTILITY; SW1 TAPE TO WAFADRIVE; SAM CT2 TAPE UTILITY; SM1 M/F SUITE.
Ring for FULL details.

WE OFFER A FULL MONEY BACK GUARANTEE - BUY WITH CONFIDENCE UPDATE SERVICE:-SEND HALF NEW PRICE+OLD DISC FOR NEW VERSION

Send cheque/P.O. to:- **"KOBRAHSOFT",DEPT CR, "Pleasant View",Hulme Lane, Hulme, Longton, Stoke-on-Trent,Staffs. ST3 5BH.**
(Overseas:- EUROPE add £1 P+P PER ITEM,others £2) Send SAE (9" *5") for detailed Catalogue - mark envelope "ENQUIRY".

For more information please phone:- 078 130 5244
Access, Visa Welcome - please phone above number
(24 Hour, 7 Day Service for FAST Mail Order)

E.E.C. LTD

YOUR LAST CHANCE TO BUY!

ZX EXPANSION PACK

ZX EXPANSION PACK WITH INTERFACE, 1 MICRO-DRIVE, FLEX,AND NETWORKLEADS, INSTRUCTION BOOK AND DEMO CART, £59.95 ,
WITH 2MICRO-DRIVES, £69.95

ZX MICRODRIVE - EEC PRICE £24.95

ONLY (2 for £44) including one cartridge with sample program.

Function:Fast-access mass-storage device, storing programs,blocks of code, screens, arrays and data files on interchangable cartridges, each cartridge with at least 85K bytes capacity.

Cartridges are initialised with the FORMAT commands and contents may be read with the CAT command, which displays the cartridge name, up to 50 files on the cartridge in alphabetical order, and the free space in kilobytes. Files may be deleted with the erase command.

If the first command entered into the Spectrum after switch-on is RUN, then the Microdrive will automatically load a program.

Supplied with:Microdrive connector, instructions, and sample cartridge carrying demonstration program (which may be erased),and an order form for blank Microdrive cartridges.

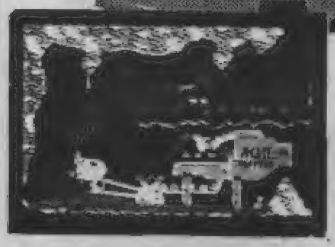
ZX Microdrive Cartridge- 10 for £25 loose, in transform storage box £30, box with 20 £55.

Function:Storage medium for ZX Microdrive. Capacity at least 85Kbytes.
Physical: Push into Microdrive. Detachable plug prevents erasure of contents if required.
Supplied: Singly with an order form for repeat purchases.

FLEX LEADS:
Solid connectors, instruction books and Demo cartridge all £3.50each.

Minimum order £10-Postage and Packing £3. Overseas add £6. Terms C.W.O. or Visa Orders to: **EEC LTD, 18-21 Misbourne House, Chiltern Hill, Chalfont St.Peter, Bucks SL9 9UE. Tel:0753 888866**

The SAM Page



● Ooo, nasty. Lots of blood, gore and mutilation of cute 'Creatures'!

Welcome to the SAM Page, CRASH's monthly update on the fun and frolics that SAMmy Fox has been up to. This month she visits the hairdressers for a quick trim and her new single reaches the coveted number 143 slot in the charts (Sorry viewers, NICK ROBERTS has forgotten his pills again —Ed).

SAM SINGS THE BLUES

Blue Alpha Electronics have finally finished the **SAM Sound Sampler** (three cheers!). It comes in a normal SAM interface box with two quarter-inch jack sockets on the top, one for audio in and one audio out. You get a disk with the essential software on it and a groovy blue microphone all for £49.95.

The big question obviously is: 'Is it any good?'. Well, it's *okay*.... Here's why. Using the microphone, you can sample any sounds going on around you (or yourself singing 'Ba ba black sheep', or whatever) with reasonable success. The quality of the samples is definitely better than the Spectrum samplers I've used but not as good as those on 16-bit machines. I had more success sampling sounds from a hi-fi. You can control the input volume better and as a result get a better quality sample.

Once you've sampled your sounds, there are various things you can do to them. They can be played at normal, slow or fast speeds, or reversed so they play backwards. That's where the editing facilities stop, though. Many more features should have been included. Things like echo, fade and the option to change the start and end position of the sample section played are common in all other samplers.

Blue Alpha Electronics need to develop this product more if they want it to be a real success. As it is, you'll soon lose interest. Contact **Blue Alpha** at **Ynysforgan Farm, Morriston, Swansea SA6 6QL** or phone **(0792) 310865**.

MIDILY WE ROLL ALONG...

Another SAM product just out is the **MIDI Sequencer** from **Tim Humphries**. This allows budding musicians to record their masterpieces digitally and store them on disk to be played whenever they like.

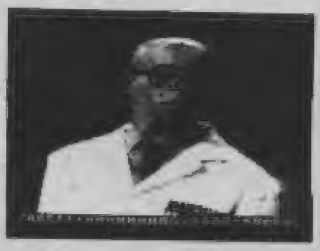
The sequencer acts like a tape recorder for electronic keyboards but without any of the crackle and background noise. You don't have to be a MIDI expert to use it — if you know the ins and outs of your keyboard then you'll find the package simple to use.

When you have recorded your piece you can tinker with it until it's just right. The sequencer has the facility to quantise, which adjusts the time at which each note is played, correcting any slight mistake you could have made. Pieces of music can be cut and pasted to repeat, for a second verse for example, and 'events' can be edited so you can change particular notes or durations.

The SAM **MIDI Sequencer** costs £39.99 and comes complete with a set of MIDI leads. This is half the price of the equivalent software on an Atari ST or Amiga and does the job just as well! Contact **SAM Co** at **Lakeside, Phoenix Way, Swansea Enterprise Park, Swansea SA7 9EH** for more details.

● Fishy fun showing exactly what the Sam is capable of.

● Yoooouu wouldn't let it lie...etc.



● Get out your spirit levels and lock away your chives, it's Les!

DIY DEMOS!

There are some excellent demos floating about the SAM PD scene at the moment. One that springs to mind is (ahem!) the **Nick Roberts SAM Demo Disk 1** (who?). This disk hold four animated demos, some already seen on **Fred**, but the rest are totally original.

The disk includes **Fuxxies** (lots of blood and gore), **Bart Simpson** (having a cow), **Speed Demon** (racing action) and **James Pond** (fishy animated demo). If you hadn't already guessed, these demos were written by yours truly. I don't make them out to be the bee's knees in demos but people I've shown them to think they're good so you can get your own copy now! You can get the disk from most PD libraries, look around for the best price.

Contact PD have got some great demos on their latest disk. Mainly written in machine code (clever buggers), they show the SAM can get up to the same sorts of things as more expensive 16-bit computers. The one that impressed me the most was called **Balls** (ooo, missus!). Lots of spinning balls around the screen in the shape of helicopters, SAM logos and lots more. For all **Vic Reeves** fans there's a groovy Vic demo on the same disk. What is this fab disk? **Contact PD Pack One**, available for a few pounds from: **Contact PD, 7 Queens Close, Old Windsor, Berks SL4 2PP**.

ZATS INTERESTING!

So you think CRASH doesn't do a good enough job on Coupé coverage, do you? Well, I'm coming around to your house to sort you out then (bash! thump! etc...). Well, for more monthly SAM action check out the fanzine, **ZAT**.

ZAT comes as a well presented photocopied A5 mag for only 80p. It carries regular sections on programming and reviews all the software coming out for your beloved computer. Interested? Write to: **ZAT, PO Box 488, Telford, Shropshire TF7 4SU** for more details.

Look out for yet more Coupé fun and frolics in Issue 90. Send your SAM games, demos, hardware, info etc to: Newsfield, Nick Roberts, SAM PAGE, Crash, Ludlow, Shropshire SY8 1JW.

ARE YOU READY FOR REBOUND?

THE LATEST CRAZE TO SWEEP THE UK IS CALLED REBOUND, AND YOU COULD BE THE ONLY ONE IN YOUR NEIGHBOURHOOD TO OWN ONE OF THESE BRILLIANT MACHINES IF YOU WIN OUR COMPETITION! THE GAME IS A BIT LIKE POOL, BUT FASTER AND MORE FUN! IF YOU WANT TO WIN IT YOU'VE GOT TO BE ON THE BALL AND PHONE THE NUMBER SHOWN BELOW NOW!!

0898 224852

Calls cost 34p (cheap rate) and 45p (at all other times) per min incl VAT. Pepperoni, Sandylands House, Morecambe, LA3 1DG
Please ask your parents permission before you call. Average length of the call is 5.5 minutes.

Nick's PLAYING TIPS

Hello my little lemon pips, how are we this month, then? Having a good time, are we? Life here in the strange world of CRASH is as joyful as ever. Playing computer games all day really gets to you sometimes (I bet you don't believe me!). Never mind, there's always a simple way of cheering yourself up working here. You just look out of the window at the local kids going through the Newsfield skip. I don't know what they expect to find, rotten jacket potatoes and the dregs from Corky's coffee cups are all that's in there. I wonder what their parents say when they come home smelling like the ZZAP! office (very pongy)!

Lots of tantalising tips for you this month. There's the complete solution to *Slightly Magic*, 88 (yes, 88!) codes on *Chips Challenge* and a groovy map for all SAM Coupé owners of that great game, *SAM Strikes Out*. What more could you want (don't answer that)?

TOTAL RECALL

Just in case the groovy map I printed a couple of issues back wasn't enough for you to complete level one of the game then here is the solution from Daniel Bridgland of Crambrook.

▲ Key: L-Left, R-Right, U-Up, D-Down, Thump-Hit man twice, Blam-Shoot man three times, Zap-Shoot guard five times, Wham-Shoot gun five times.

R, thump, jump r, walk r over switch and turn in back on, r, wait for laser. Jump r onto blue platform, jump r, turn off switch, jump left, wait for laser, jump left, up lift, l, thump, switch to gun, r, blam. L, get bonus, r, d lift, jump right, switch off, jump l, switch to fists, jump l, get ammo, jump l, stand on pad, l, jump l, stand on pad, l, thump, get case. R, jump r, r, jump r, jump r, u lift, l as far as possible, jump l, thump, l, u lift, r, drop d, stand on pad, l, u lift, r over switch, get ticket. Jump l avoiding switch, jump l over blue blocks, switch off, stand on pad, switch on, l, jump l twice, up purple stairs, l, switch on, r, thump, r, over pads, r, thump, d lift, r, get ammo, u lift, switch to gun. R, d lift, blam, r, get ammo, u lift, jump l, get tool, jump l, jump r, thump, wham, switch off, r, drop d, r as far as possible, d lift, jump l, d lift, jump r, turn to face l, d lift, thump, get energy and bonus. Jump r, switch off, jump l, u lift, jump l, jump l, u lift, jump l, d lift, r, drop d, r, thump, l, stand pad, jump l, get to l edge, jump l, get energy, jump r, jump r, pad, jump l twice as before, u lift, l, get passport. R, d lift, jump r twice, pad, jump l again, u lift, l, get ammo, r, d lift, jump r, pad, r up lift, r, d lift, jump r, u lift, jump r avoiding switch, u lift, jump l, l, jump l, jump r, switch on, r, wham, r, blam. Turn on pink switch only, wait for guard to fire at waist height, turn off pink wall, duck and zap, jump r onto lift, d lift, r onto pad, l, u lift on l, r, get energy. L, d lift, r, fall d, l, blam, l, jump l, switch off, r, u lift, switch to fists, r, thump, r, d lift, l, jumping fire, jump l, d, r, switch off, l, jump l, u lift on left, l, d lift, r, jump r, get to r edge, wait for laser. Jump r, wait again, jump r, wait once again, l to edge, wait for last time, run and jump r, jump r, jump r, walk r to finish level 1, phew!

CHEEKY CHEETS with MC Nicko!

Quick Draw McGraw
On the menu screen, hold down the keys SETUIOP and you should have infinite energy when you start the game.
(John Charles)

Edd The Duck
Type in WILSON as soon as you start level three for a helping hand.
(Bertie Wooster)

St Dragon
At the main menu type in X, then enter the passwords:
BLIBBLOB for infinite lives
SLOBBERS for invincibility
If you type in NESTEGGS on the +3 version it will give you a +3 disk utility that will enable you to make backups, rename and move the *St Dragon* program from a tape to a disk or from disk to tape, which I think is pretty trendy scrumshus!
(Leigh 'Jumping' Jackson)

PUZZNIC

According to the letters I've been getting recently, many people are stuck on certain screens in the brilliant *Puzznic* from Ocean. To put you all out of your misery here's the low-down on your requested screens.

■ **LEVEL 2, 1-1**
Move the top 3 left one. Top 2 left three to match the 2s. Top 1 left four to match 1s. Move top 3 left three to match 3s.

■ **LEVEL 2, 1-2**
Move middle 2 left one to match all the blocks!

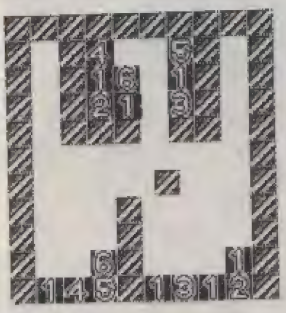
■ **LEVEL 2, 1-4**
Move the top 3 right one. Top 2 left one. Top 4 right one. Top 1 right four. Move top 3 right one to match 2s and 4s. Move the remaining 3 left two to match the 3s. Move the 4 right four to match the 4s.

■ **LEVEL 3, 1-2**
Bottom 2 right one. Move the top 2 right one on top of the first to match the 2s. Match the 1s together. Move left 3 right 1 when the lift goes down. As the lift comes up move right 3 left one to match all three 3s together. Move the top 4 right three under the lift to match the 4s.

■ **LEVEL 3, 1-3**
Move the top 2 right so it lands on the slider going left. Move it off to match with the bottom 2. You have to be quick or the block will be pushed off. Move the left 1 left one to miss the slider. The right 1 right one onto the slider as it goes left and move it off to match with the first 1. Do the same for the 3s but watch out for the jutting out ledge!

■ **LEVEL 3, 1-4**
Move the right 1 down under the lift. Move the middle 1 over to the other side. Move the left 1 right on top of the first and quickly move the second on top to match all three. You need to get the timing perfect to do this.

■ **LEVEL 4, 1-1**
Move the top 6 right onto the slider as it goes left. Move it down onto the other 6. Move the 5s together, the top right 1 onto the slider and off to the right between the bottom two 1s. The rest of this screen is straightforward.



■ **LEVEL 3, 3-2**
Move the left 3 right two and the top 3 left one. As the lift is level with the fourth wall block up, move the right 3 left to match all three blocks together. Repeat this for the other numbers.

CHIPS CHALLENGE

A great little game, this, but one that's got a few people well and truly stuck. I wonder what I could do to help... perhaps these first 88 codes sent in by Jack from Southsea might help.

Level	Code	Title
1	BDHP	Lesson 1
2	JXMJ	Lesson 2
3	ECBQ	Lesson 3
4	YMCJ	Lesson 4
5	TQKB	Lesson 5
6	WNLD	Lesson 6
7	FXQO	Lesson 7
8	NHAG	Lesson 8
9	KCRE	Nuts and Bolts
10	UVWS	Brushfire
11	CNPE	Trinity
12	WVHI	Hunt
13	OCKS	Southpole
14	BTDY	Teleblock
15	COZQ	Elementary
16	SKKK	Cellblock
17	AJMG	Nice Day
18	HMJL	Castle Moat
19	MRHR	Digger
20	KGFP	Tossed Salad
21	UGRW	Iceberg
22	WZIN	Forced Entry
23	HUVE	Blobnet
24	UNIZ	Oorto Geld
25	PQGV	Blink
26	YVYJ	Chchchips
27	IGGZ	Go With The Flow
28	UJDO	Ping Pong
29	QGOL	Artic Flow
30	BQZP	Mish Mesh
31	RYMS	Knot
32	PEFS	Scavenger Hunt
33	BQSN	On The Rocks
34	NQFI	Cypher
35	VDTM	Lemmings
36	NXIS	Ladder
37	VQNK	Seeing Stars
38	BIFA	Sampler
39	ICXY	Glut
40	YWFH	Floorgasborg
41	GKWD	IC You
42	LMFU	Beware Of Bug
43	UJDP	Lock Block
44	TXHL	Refraction
45	OVPZ	Monster Lab
46	HDQJ	Three Doors
47	LXPP	Pier Seven
48	JYSF	Mugger Square
49	PPXI	Problems
50	QBDH	Digdirt
51	IGGJ	I Slide
52	PPHT	The Last Laugh
53	CGNX	Traffic Cop
54	ZMGC	Grail
55	SJES	Potpourri
56	FCJE	Deepfreeze
57	UBXU	Strange Maze
58	YBLT	Looping Around
59	BLDM	Hidden Danger
60	ZYVI	Scoundrel
61	RMOW	Rink
62	TIGW	Slo Mo
63	GOHX	Factory
64	IJPQ	Spooks
65	UPUN	Amsterdam
66	ZIKZ	Victim
67	GGJA	Chipmine
68	RTDI	Eeny Miny Moe
69	NLLY	Bounce City
70	GCCG	Nightmare
71	LAJM	Corridor
72	EKFT	Alley
73	QCCR	Motion
74	MKNH	Playtime
75	MJDV	Steam
76	NMRH	Four Plex
77	FHIC	Invincible Champion
78	GRMO	Force
79	JINU	Drawn and Quartered
80	EVUG	Vanishing Act
81	SCWF	Writers Block
82	LLIO	Socialist Action
83	OVPJ	Up The Block
84	UVEO	Wars
85	LEBX	Telenet
86	FLHH	Suicide
87	YJYS	Cityblock
88	WZYV	Spirals

Eat my shorts if we're not giving away this radical SIMPSONS PINBALL!!

Well here it is the biggest pinball sensation in years - The Simpsons! And you can get this machine which is worth £2500 into your bedroom, if you're the winner of our crazy competition!! We've collected loads of silly sound effects from around the world, and to stand a chance of winning all you have to do is correctly identify them! So don't have a cow, have a go now!! Just...

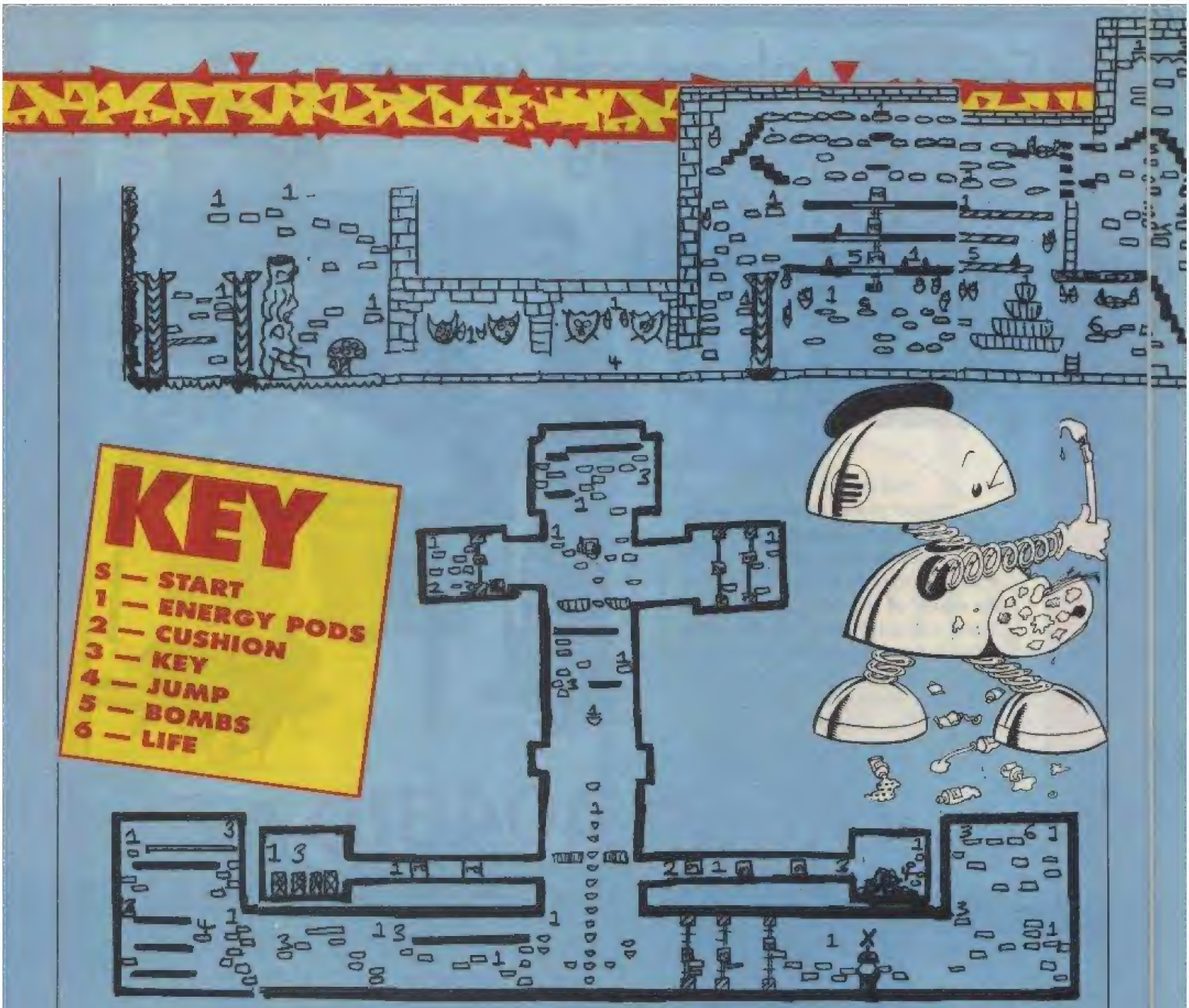
Call 0898 404610

A Commodore Amiga Computer complete with colour TV is waiting to be won! So call...

0898 404612

You could WIN this awesome foursome! Take control now and Call 0898 404611

Calls cost 34p (cheap rate) and 45p (at all other times) per min incl VAT. For details of winners send SAE to: Pepperoni, Sandylands House, Morecambe, LA3 1DG. Please ask your parents permission before you call. Average length of the call is 5.5 minutes. These lines are unofficial and have no connection with the featured characters or their business organisation.

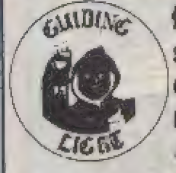


THE LIGHT CORRIDOR

A few little tipettes for that highly addictive game, *The Light Corridor*. These have been sent in by Matthew Jones of Gower, who completed the game within three days of buying it!

Level	Code
1	0000
2	5400
3	0101
4	3901
5	2602
6	9902
7	4303
8	9003
9	6904
10	3305
11	9305
12	3406
13	0407
14	6407
15	2008
16	7408
17	4709
18	3810
19	0511
20	6811
21	3212
22	0213
23	8213
24	5014
25	1015
26	8215
27	5116
28	0117
29	7017

DIAL-A-TIP CHEAT-LINE



for cheats, tips, pokes and secrets on all computer and console games ring now on

0898-10-1234

PRIZES FOR BEST CHEATS, TIPS, ETC.
Send to: P.O. Box 54, Southwest Manchester M15 4LY

Proprietor: Jacqueline Wright. Please ask permission of the person who pays the bill calls charged at 34p per min 'Cheap Rate' 45p per min at all other times.

SAM STRIKES OUT!

STRIKE ME DOWN WITH A WET KIPPER, IT'S... POKEMANIA!!

For Issue 89, Turbo's tips on tape include this bundle of goodies:

Scooby and Scrappy Doo — cheat
Bite The Dust — cheat
Championship Run — always qualify
Navy SEALS (128K only) — cheat
Popeye 2 — infinite lives
Slightly Magic — infinite lives

30	5518
31	2819
32	9919
33	7320
34	2521
35	0622
36	3722
37	1223
38	4523
39	4124
40	1825
41	1926
42	9726
43	5927
44	0528
45	7328
46	3929
47	3030
48	0531
49	8431
50	9932

● **The Collectable Icons**

Bigger bat

Smaller bat

Extra life

Glue — ball sticks to bat

Extra horizontal bat

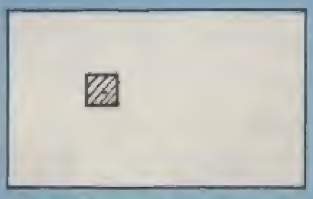
Extra vertical bat

Much bigger bat

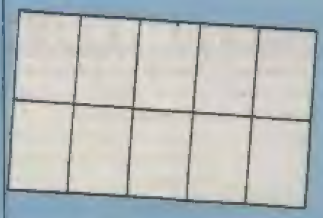
● **The End Of Level Puzzles**

These occur every four levels.

Level 4
Simply hit the shaded square with the ball to progress.



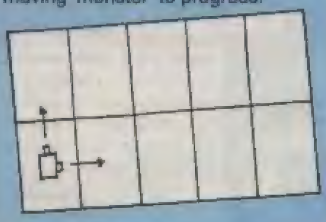
Level 8, Level 32
Hit all the rectangles (they turn black when hit) and the wall disappears.



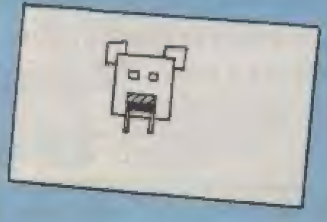
Level 16, Level 40
The squares move between the two shown patterns. Hit all four to move to the next level.

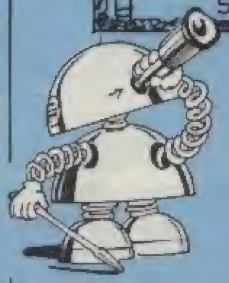
Level 12, Level 36
The 'monster' rushes around the screen. Hit him 15 times to progress (he flashes after 13 hits).

Level 20, Level 44
Hit all ten rectangles and the moving 'monster' to progress.

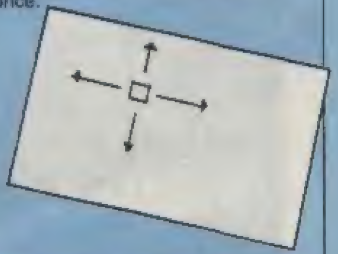


Level 24, Level 48
This 'thing' moves around when you hit it. It takes 15 hits to destroy and flashes after 13.





Level 28
This square darts around the screen and only needs to be hit once.



This month's £40 of software goes to Ben Gardner for his solution to *Slightly Magic*. Richard and I have been stuck on the game for ages so this will come in very useful! If you fancy £40 of software (who wouldn't?) then send in any tips, solutions, maps or cheats on any games to the usual address: NEWSFIELD, NICK ROBERTS, PLAYING TIPS, CRASH, LUDLOW, SHROPSHIRE SY8 1JW. Taverymuch!

NOW A TOTAL MOUSE/GRAPHICS PACKAGE FOR YOUR SPECTRUM AT A TRULY UNBEATABLE PRICE!!

SPECIAL OFFER PACK!!

Genius Mouse

COMPLETE WITH

OCP ADVANCED ART STUDIO

- **Genius Mouse is a high resolution two button mouse featuring optical counting, teflon guides, microswitches, rubber coated ball and high quality interface.**
- **When combined with OCP Advanced Art Studio this graphics package is quite simply the best system available. The features are unmatched...**
- Create an image - shrink it, expand it, move it, rotate it, copy it, colour it, etc., etc.
- Spray patterns or shades, make elastic lines - stretch and manipulate shapes.
- Zoom in to add detail in fine mode. ● Pulldown/icon driven menus for ease of use.
- Mouse operation, plus joystick and keyboard control.
- 16 pens, 8 sprays, 16 brushes - so flexible anyone can create superb graphics easily.
- Full cut and paste facilities plus excellent printer support.
- Mouse Interface even has a built-in Joystick Port (Kempston compatible). Accepts any 9 pin Joystick.

AVAILABLE FOR 48K/128K/+2/+2A/+3 COMPUTERS (PLEASE STATE WHICH WHEN ORDERING) NOTE THAT THE +2A COMPUTER HAS A BLACK CASE UNLIKE THE +2 WHICH HAS A GREY CASE. IT IS IMPORTANT TO STATE EXACTLY WHICH MODEL OF SPECTRUM YOU HAVE WHEN ORDERING

ONLY

£49.99

TOTAL PACKAGE INCLUDES GENIUS MOUSE, INTERFACE, OCP ADVANCED ART STUDIO PLUS FREE MOUSE MAT AND HOLDER

FREE!

MOUSE MAT AND MOUSE HOLDER

(WORTH £12.99) WITH EACH PACKAGE

NEW

LC 200 COLOUR PRINTER PACKAGE

NOW YOU CAN PRINT OUT YOUR PICTURES IN FULL COLOUR!

- The Star LC200 Colour Printer not only prints in Near Letter Quality for your regular jobs but also prints out your pictures from Art Studio, etc., in genuine colour!
- LC200 is a full Centronics printer so it works with other computers (Amiga, ST, etc.).
- Made possible by Datel's unique colour printer driver - now you can have a hardcopy in up to 16 colours!! ● No more to buy - just plug in and print!!

PACKAGE INCLUDES... STAR LC200 COLOUR PRINTER RRP £299.00
CENTRONICS PRINTER INTERFACE RRP £19.99
DATEL COLOUR PRINTER DRIVER SOFTWARE RRP £19.99
NORMALLY £337.98

COMPLETE PACKAGE NOW ONLY £239.00

COLOUR PRINTER DRIVER AVAILABLE SEPARATELY ONLY £19.99

- If you already have an LC10 or LC 200 Colour Printer we can supply the Driver separately.
- Works with LC10, DkTronics Interface, RamPrint or +2A or +3 Printer Port.

HOW TO GET YOUR ORDER FAST...

TELEPHONE (24 Hrs) - 0782 744707 - CREDIT CARD ORDERS

VISA

WE WILL DESPATCH YOUR ORDER QUICKLY & EFFICIENTLY TO ENABLE YOU TO START RECEIVING THE BENEFITS OF YOUR PURCHASE WITHIN DAYS, NOT WEEKS.
ORDERS NORMALLY DESPATCHED WITHIN 48 Hrs. ALL PRICES INCLUDE V.A.T. UK ORDERS POST FREE/EUROPE ADD £1/OVERSEAS ADD £3. PRICES AND SPECIFICATIONS CORRECT AT TIME OF PRESS AND SUBJECT TO CHANGE WITHOUT NOTICE. CALLERS WELCOME - Please reserve goods by telephone prior to visit. ALL CHEQUES/POSTAL ORDERS MADE PAYABLE TO...

DATEL ELECTRONICS LTD.,

GOVAN ROAD, FENTON INDUSTRIAL ESTATE, FENTON, STOKE-ON-TRENT, ST4 2RS, ENGLAND

TELEPHONE SALES ONLY 0782 744707 FAX 0782 744292 TECHNICAL/CUSTOMER SERVICE 0782 744324

SPEC GENI MSE 2

THRILLS!

What's the best way to catch up on all the great games that appeared on the Spectrum a while back. One: go out and buy every single one and spend a fortune? Two: pop around to your mate's house and nick his copies? Or three: take a trip down to your local software shop and snap up one of the great new compilations? Well, one's only for the stupid, two's only for complete basts, so it must be three! NICK ROBERTS gives you the low-down on the current hits in compilation land!

FISTS OF FURY

Virgin Games ■ £14.99 (cassette only)

Hardly surprising, *Fists Of Fury* is one for beat-'em-up addicts (violent lot). The games included are *Shinobi*, *The Ninja Warriors*, *Double Dragon II* and *Dynamite Dux*.

My personal favourite of the bunch has to be *Dynamite Dux*. The cute graphics used to represent the pair of dynamic ducks and enemies, coupled with the strange weapons to trash them with, makes gameplay real fun. You're armed (literally) with a normal punch but by holding down the fire button you can increase your power to give a mega-blow. Weapons like fire throwers, water cannons and bombs give an interesting result when picked up. Flippin' great!

Ninja action ahoy in *Shinobi*. You're searching for a bunch of kidnapped kids and there are loads of vicious thugs to be disposed of using your feet, fists and shuriken stars. *Shinobi* is taken from the Sega arcade machine and, thankfully, hasn't lost any of its addictive qualities in the conversion.

All those who were addicted to the original *Double Dragon* will just love *Double Dragon II — The Revenge*. You can play either Billy or Jimmy in their quest to avenge the death of their chum Marian. Like every other game in this pack, it's a scrolling trash-everything-in-sight game with a high level of playability.

The Ninja Warriors has you beating once more. This time you have to control one of the warriors and your only objective is to stop the evil master Greek, Bangler, in his tracks. Sadly, it's the least playable in the pack.

Fists Of Fury — Edition Two is great for beat-'em-uppers. Gamers who want variety will soon get fed up as each game plays more or less the same.

Shinobi: 17/25
Double Dragon II: 20/25
Dynamite Dux: 23/25
The Ninja Warriors: 16/25
OVERALL 76%

SYSTEM 3 PACK

US Gold ■ £16.32

This compilation is great because of the variety of game styles on offer, each presenting the player with a new challenge. Two of the games, *Myth* and *Vendetta*, were CRASH Smashes, so you're definitely getting value for money.

Myth is an arcade adventure game with platform overtones featuring superbly detailed graphics and puzzles that'll have you perplexed for ages. You're faced with such perils as Medusa, Hydra and Thor, the god of thunder. To destroy each one you need to collect the correct weapons, which change from one time zone (level) to the next. *Myth* is not easily completed but you'll have a good time trying.

I just loved *Vendetta* when it was first released. Most games of its type have great graphics but are short on gameplay; but that isn't the case here. There's so much in it, you can play for ages and never get fed up. The game is mainly an arcade adventure with objects to find to get you into new locations but there's the added bonus of a car racing level. Once you've found the keys you can jump into the sports car and off you go!

Tusker tackles the arcade adventure style in a different way to the last two games. Instead of each screen being highly detailed and you being able to roam around freely, many of the screens are largely empty and you have to battle through them one at a time. The game uses elements of beat-'em-ups and mixes them with adventure to produce a thoroughly enjoyable game.

The final game in the pack is *IK+*, a karate beat-'em-up extravaganza. What makes the game stand out from the rest is that there are three men on screen at the same time. It's a lethal game!

System 3 Pack is an excellent compilation, packed with a good variety of top-notch games.

Vendetta: 23/25
Myth: 20/25
Tusker: 18/25
IK+: 17/25
OVERALL 78%

4 MOST PACKS

Alternative ■ £2.99

For those with a limited budget, there are more compilations on a smaller scale with Alternative Software's *4 Most* packs. Each pack costs only £2.99 and has four action-packed games on it. Here we've got *4 Most Action* and *4 Most Sport*.

The *Action* pack includes *Strike Force Cobra*, *Combat Zone*, *Gun Boat* and *Dead Or Alive*. Each game doesn't have the same theme like most compilations, either. You get great value for money with a 3D game, wild west shooter, war ships and space shoot-'em-up. OVERALL 65%

In *4 Most Sports* there's *Run For Gold*, *Endzone*, *Rally Driver* and *Soccer Boss*. What more could the arm chair sports enthusiast want? You can try your hand at track running, American Football, rally driving or even manage your own football team. OVERALL 52%

Castle Software

UNDER NEW MANAGEMENT

0782 575043

Viz	8.50
Super Monaco G Prix	8.50
Mutant Hero Turtles	9.50
Golden Axe	8.00
Robo Cop II	8.50
Nightbreed	8.00
Iron Man off Road Rcr	8.00
Sim City	9.50
Rick Dangerous II	8.50
Strider	8.00
Hostages	8.50
Pang	8.00
Monty Python	7.00
Spy Who Loved Me	7.50
Chase HQ II	8.50
Kick Off II	6.50
Castle Master	4.50
Turrican	7.00
Turrican II	7.50
Narc	8.50
Sly Spy	7.50
Total Recall	8.50
Gremlins II	7.50
Eswat	8.00
X Out	7.50
New York Warriors	7.50
The Light Corridor	8.00
Narco Police	8.00
Toyota Celica	8.50
Mighty Bombjack	8.00
Swiv	8.00
Last Ninja III	10.50
Shadow of the Beast	9.50
Star Control	8.00
Loopz	8.00
Exterminator	8.00
Creatures	8.00
Skull & Crossbones	8.50
Champ Squash	8.00
Back to Future III	8.50
Navy Seals	8.50
Judge Dredd	8.00
Extreme	10.50
Z Out	7.50
Outrun	3.99
Ghostbusters II	2.99
Hot Rod	2.99
Fallen Angels	2.99
The Cycles	3.50
Pipe Mania	3.99
E-Motion	3.50
Crackdown	3.50

Operation Wolf	2.99
Magicland Dizzy	2.99
Forgotten Worlds	3.99
Pro Golf	2.99
Fruit Machine	2.99
Postman Pat	2.99
720o	3.49
Huxley Pig	2.99
Popeye 2	2.99
Scooty & Sweep	2.99
Rock Star	2.99
R Type	2.99
Predator	2.99
Track Suit Manager	2.99
Kamikaze	2.99
The Wombles	2.99
Count Duckula	2.99
CJ Elephant Antics	2.99
Football Director	3.99
4 Soccer Sims	2.99
Slapfight	2.99
Super Ted Double	2.99
Double Dragon	2.99
Xenon	2.99
Silkworm	2.99

Great 1941	9.99
Stalingrad	7.50
Vulcan	7.50
Blitzcrieg	7.50
Arnhem	7.50
Ancient Battles	12.00
Overlord	7.50
Desert Rats	7.50
Austerlitz 1805	9.50
Wellington-Waterloo	9.50
Zulu Wars	7.50
Invasion Force	9.50
Yankee	7.50
Bismark	4.50
Gazza II	8.00
North & South	9.50
Top Cat	3.99
Switch Blade	8.00
Robo Zone	8.50
Predator II	8.50
Hero Quest	8.50
Toki	8.50
Battle Command	10.50
View to a Kill	2.99
Ninja Spirit	4.99
Hard Drivin	3.00
Scrambled Spirits	4.00
Dragon Spirit	3.00
Mikey	2.99
Head Over Heals	2.99
Rastan	2.99
Target Renegade	2.99
Wec Le Mans	2.99
Afterburner	2.99
Virus	2.99
Exploding Fist +	2.99
Match Day	2.99
Match Day 2	2.99
Ghost & Goblins	2.99
Buggy Boy	2.99
Crazy Cars	2.99
Ikari Warriors	2.99
Lotus Esprit	7.50
Combat School	2.99
Platoon	2.99
Skate or Die	2.99
C Yeagers Flight Sim	2.99
Gilbert	2.99
Batman Movie	7.00
Shadow Warriors	7.00
Midnight Res	7.50
Wonder Boy	2.99
Lords of Chaos	6.50

DIZZY COLLECTION
DIZZY, FAST FOOD, FANTASY ISLAND DIZZY, TREASURE ISLAND DIZZY, MAGIC LAND DIZZY.
£7.50

THE POWER
RAINBOW ISLANDS, TURRICAN CHASE HQ, X OUT, ALTERED BEAST.
ONLY £12.00

EDUCATIONAL

Here & There with Mr Men
Age Range 4-8
RRP £9.99 SPECIAL
PRICE £4.00

Also:

Fun School 3 Un 5	£9.50
Fun School 3 5-7	£9.50
Fun School 3 Over 7	£9.50
Barbarian 2	£3.99
Cyberball	£3.50
Klax	£3.50
Starwars	£2.99
Return of Jedi	£2.99
Empire Strikes Back	£2.99
Stir Crazy	£2.99
Winter Olym "88"	£2.99
W Champ Boxing	£3.99
Continental Circus	£2.99
Galaxy Force	£2.99
Super Hang On	£2.99
Grid Iron 2	£2.99
Punch & Judy	£2.99
Edd The Duck	£7.50
Dan Dare 3	£7.50
Rainbow Islands	£7.50
Snow Brothers	£8.00
Line of Fire	£8.00
Spyder Man	£8.00
Salamander	£2.99
Run Gauntlet	£2.99
Green Beret	£2.99
IK+	£2.99
Nam 65-75	£8.50
Top Gun	£2.99
Vixen	£2.99

0782 575043

QUATTRO ARCADE
GRAND PRIX 2, FRUIT MACHINE SIM, PINBALL SIMULATOR, 3D STAR FIGHTER
ONLY £2.99

QUATTRO SPORTS
GRAND PRIX SIM, PRO SKI SIM, BMX SIM, PRO SNOOKER SIM
ONLY £2.99

QUATTRO FIREPOWER
3D STAR FIGHTER, MIG 29, OPERATION GUNSHIP, TERRA COGNITA
ONLY £2.99

QUATTRO COMBAT
NINJA MASACRE, DEATH STAIKER, SAS COMBAT SIM, ARCADE FLIGHT SIM
ONLY £2.99

QUATTRO POWER
PRO POWERBOAT, ATV SIM, MOTO X, TWIN TURBO V8
ONLY £2.99

QUATTRO SUPERHITS
KGB SUPER SPY, SUPER TANK, SUPER HERO, SUPER STUNTMAN
ONLY £2.99

4 MOST ADVENTURES
STAR WRECK, WIZ BIZ, SMASHED, LIFE TERM
ONLY £2.99

4 MOST SPORT
RUN FOR GOLD, RALLY DRIVER, SOCCER BOSS, ENDZONE
ONLY £2.99

4 MOST FUN
BARGAIN BASEMENT, SLUG, RICK THE ROADIE, EVERYONE'S A WALLY
ONLY £2.99

4 MOST HORROR
NEIL ANDROID, NOSSERATU THE VAMPIRE, SHE VAMPIRE, ROCKY HORROR SHOW
ONLY £2.99

Post to:
CASTLE SOFTWARE
Castle House,
2 William Clowes Street,
Burslem,
Stoke-on-Trent
ST6 3AP.

Please rush me:-

Title	ST	Amount
P&P (if applicable)		
Total amount		

Name.....
Address.....
.....
.....
.....
Postcode..... Tel No.....

Please add 50p P&P per game

CRM

IT'S TV SHOWTIME

Domark ■ £10.99 (cassette only)

Have you ever fancied taking part in a game show alongside some of the worlds elite hosts, Bob Monkhouse, Paul Daniels, Bob Holness, Jim Bowen and Gordon Burns? Well, *It's TV Showtime* allows you to do just that with all five games in one pack. The compilation includes *Bullseye*, *The Krypton Factor*, *Bob's Full House*, *Every Second Counts* and *Blockbusters*.

Each game follows their shows closely but are graphically dull and most have awful multi-loads. The best of the bunch for graphics and presentation is *The Krypton Factor*. Each section has to load in separately (even on the 128K machine) but feature the graphics from the show. Unfortunately, one of the best sections of the TV show, the video clip bit, isn't there.

If you are a freaky fan of these game shows and think you can put up with lots of badly digitised graphics and animation, well, this is for you. Normal people look elsewhere.

Bob's Full House: 10/20
Every Second Counts: 11/20
Bullseye: 5/20
The Krypton Factor: 15/20
Blockbusters: 12/20
OVERALL 53%

THE WINNING TEAM

Domark ■ £14.99 ■ £19.99

Variety abounds in *The Winning Team* from Domark. The five games offer different gameplay and graphic styles so it's pretty unlikely boredom will come knocking at your door. In the pack are *Klax*, *APB*, *Escape From The Planet Of The Robot Monsters*, *Cyberball* and *Vindicators* — all coin-op greats!

Klax is for puzzle wizards. You have to catch tiles as they roll towards you and flip the correct colours into the bins at the bottom of the screen. In true puzzle game style, things are simple to begin with but soon hot up as tiles get faster and more frequent.

One of my favourite games from the arcade has to be *All Points Bulletin*, or *APB* to its friends. Full of speeding police cars, miles of roads and donut shops, you just can't help but get addicted. The action's viewed from above and the landscapes scroll by as you drive the squad car, arresting a quota of criminals to succeed. Great fun.

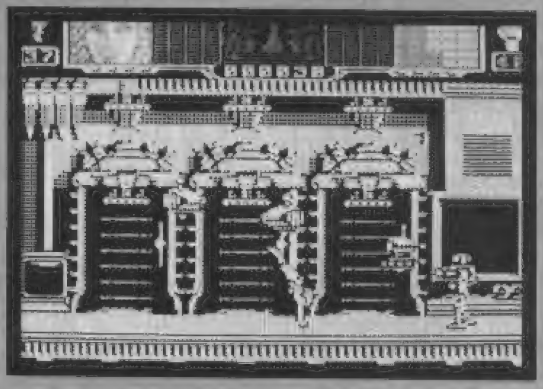
Escape From The Planet Of The Robot Monsters is an absolute corker of a 3D arcade adventure. Playing a one- or two-player game you have to free the captives and destroy all the robot scum. Nice, eh?

Cyberball is a look into the future of American Football. You may have thought it was a tough game now, but played against giant robots things soon start to hot up even further.

Finally, *Vindicators* puts you in control of an armoured tank. Battle it out with the enemy for points; a frenzy of shoot-'em-up action.

The Winning Team is a fantastic compilation. Get your hands on five addictive games for only around £3 each! What a complete and utter barg!

Klax: 18/20
APB: 19/20
Robot Monsters: 18/20
Cyberball: 15/20
Vindicators: 16/20
OVERALL 86%



COIN-OP HITS II

US Gold ■ £16.32

Save yourself a stack of 10p's by getting a copy of US Gold's *Coin Op Hits II*. The five arcade smashes are *Dynasty Wars*, *Ninja Spirit*, *Vigilante*, *Ghouls 'N' Ghosts* and *Hammerfist*.

The outstanding game in the bunch is *Ghouls 'N' Ghosts*, which was a 92% Smash when it was first reviewed! It's a platform shoot-'em-up with excellent scrolling scenery and graphics. The action is real addictive from the start.

If you like something with a bit more punch, *Vigilante* may be more up your street. Lots of kicks, punches and general violent behaviour is what it's all about as you battle your way through the street gangs of New York.

Fed up with modern day action? Fighting in a different time is just a load away with *Dynasty Wars*. The game is played entirely on horseback with the objective being to battle with eight legions of enemy infantry and cavalry to eventually polish off the evil warlord, Thung Choc!

Hammerfist speaks for itself really, doesn't it? More violent action, but this time the setting is in 2215 AD. The world is controlled by holograms and when two of these go wrong all hell breaks loose. You have got to stop the destruction.

Last but definitely not least is *Ninja Spirit*. This is one for all fans of ninja games with plenty of swordsmen, samurais and wolves to be popped off and of course, oodles of weapons to help you.

Coin-Op Hits II is mainly for beat-'em-up fans with each game having a similar style. *Ghouls 'N' Ghosts* comes out top of the heap.

Dynasty Wars: 15/20
Vigilante: 16/20
Ghouls 'N' Ghosts: 18/20
Ninja Spirit: 16/20
Hammerfist: 17/20
OVERALL 82%

DIZZY COLLECTION

Code Masters ■ £10.99

Here's a compilation packed full of eggyness! Many people have played one or two of the Dizzy adventures but in the *Dizzy Collection* you get five of his best romps in one big box!

What makes the Dizzy games so special? Well, playing each adventure is like stepping into a cartoon. They all have excellent graphics and animation and the puzzles are pretty simple, though you'll probably be stumped a few times. Four of the games in the collection are arcade adventures and *Fast Food* is a *Pac-man*-style arcade romp.

The Dizzy Collection is a must for anyone who hasn't seen all of the little egg's games. Full of yolky goodness!

Dizzy: 18/20
Treasure Island Dizzy: 19/20
Fantasy World Dizzy: 18/20
Magicland Dizzy: 19/20
Fast Food: 16/20
OVERALL 90%

When you're talking SINCLAIR talk to Microsnips.

Whatever your needs, we have over 3,600 different computers and accessories in stock– all backed by the knowledgeable, highly professional service that has made us one of the most respected computer dealers in Britain.

So whether your looking for hardware, software or just some expert free advice, consult the Sinclair specialists.

Talk to Microsnips.

COMPUTER PACKAGE DEALS	
Sam Coupé	£169.95
Coupé Disk Drive	£89.95
Sam Coupé Plus One Drive	£119.99
Spectrum Plus 3 Computer	£99.95
Spectrum Plus 2 Computer	£99.95
Spectrum Plus 2 James Bond 007 Action Pack	£159.95

JOYSTICKS AND INTERFACES	
Kempston Joystick Interface	£8.95
Cheetah Sint Probe	£12.50
Spec + 2 Joystick Adaptor	£5.99
Kempston + 2 / + 3 Interface	£7.95
Quickshot Apache	£7.95
Kamix Navigator	£14.50
Quickshot Python	£9.95

GRAPHICS AND SOUND	
Trojan Lightpen 48K	£22.95
Trojan + 2 Lightpen (please specify +2/ +2A)	£22.95
Trojan + 3 Lightpen	£22.95
Spec Colour Printer Driver Cass £19.95 Disc	£24.95
Rom Music Machine	£49.95
Advanced Art Studio (128)	£24.95
Art studio	£14.95
Datel Genius Mouse and Art Studio (+ 3 version inc. Artist II)	£49.95

BACK-UP DEVICES	
Multiface 1* (*Check availability)	£39.95
Multiface 48/128	£44.95
Multiface 3 Thru-Port	£49.95

PROTECTIVE COVERS (All covers stocked - call us)	
Spectrum Plus	£5.95
Spectrum ZX	£5.95
Spectrum Plus 2/3	£6.95
DMP 2000/2160/3000 Printers	£7.95

DATA RECORDERS AND ACCESSORIES	
Datacorder with + 3 or 48/128 Lead	£24.95
Spec + 3 Cassette Lead	£3.99
48/128 Cassette Lead	£2.99
Head Alignment Kit (Spec)	£9.95
Head Cleaner and Fluid	£5.99

UTILITIES	
Hisoft Devpack + 3	£17.95
Hisoft Basic + 3	£26.95
Hisoft C + 3	£27.00
Hisoft Pascal + 3	£33.00
Hisoft Devpack 48/128	£13.95
Hisoft Basic 48/128	£22.95
Hisoft C 48/128	£23.00
Hisoft Pascal 48/128	£23.00
Masterfile + 3	£26.95
Tasword 2 48K	£12.90
Tasword 3 (Microdrive)	£15.50
Tasword + 2	£19.95
Tasscale +3	£24.95
Tasprint + 3	£24.95
Tasscale (128 + 2)	£19.95
Tasword + 3	£24.95
Tas Spell + 3	£24.95
Data Genie	£6.95
Genie 1/128 (For Multiface)	£9.95
+ 80 Stock Manager	£9.95
+ 80 Address Manager	£6.95
+80 VAT Manager	£6.95

EDUCATION
FULL CATALOGUE ON REQUEST

DISC DRIVES AND ACCESSORIES	
64K Wafas 2	£9.99
16K Wafas 2	£5.99
Plus D Disc Drive Interface	£69.95
Plus D + 3 1/2" Drive	£179.95
3 1/2" Disc Cleaner	£9.95
3" Disc Cleaner	£9.95
3"/3 1/2" (60/80) Lockable Disc Box	£9.95
Microdrive Extension cable	£9.95
10-CF2 3" Maxell Discs	£22.95
TDK 3 1/2" DSDD (10)	£14.99
Microdrive Cartridge	£3.99
25 DSDD 3 1/2"Bulk Kao Disks	£22.95
AMS 30L 3" Lockable Disk box	£10.95
3" CF2 Maxell Bulk	20 for £39.95

MONITORS/TV	
Philips Med Res Colour Monitor inc + 3 - 2 Lead	£249.95
+ 3, + 2 or + 2A Scart Monitor Lead	£11.95
TV/Computer Lead	£2.50

PRINTERS/INTERFACES	
Citizen 120D + inc + 3/ + 2Lead	£159.95
Panasonic KX P1081 inc +3 or + 2A Lead	£179.95
Star LC 200 Colour	£229.00
+3, + 2A Printer Lead	£11.95
Multiprint By RR (works as Kempston E)	£43.95
ZX Paper Rolls 5	£14.95
Alphacom 32/Timex Thermal Paper 5	£11.95

SPARES AND REPAIRS	
Spec 48 Power supply	£13.95
128K + 2 Power Supply	£24.95
Spec + membrane	£11.95
ZX Membrane	£7.95
ZX/Spec + Service Manual (Eur + £2)	£29.95
Spec + 2 Repair	£34.95
ZX/SP Repair	£29.95
4164 Mem Chips	£4.99
4116	£4.99
Spectrum + 3 Power Supply	£49.95

MAIL ORDER - RING 051-650 0500 TO ORDER

(Free catalogue with first order) or send £1.50 for catalogue (refunded with first order). Answerphone 6.00 p.m. - 9.00 a.m.

CHEQUE GUARANTEE NUMBER MUST BE WRITTEN ON THE BACK OF ALL CHEQUES TO AVOID DELAY

OVERSEAS CUSTOMERS NOTE: Postgiro International Accepted. NOT Postbank Postcheque. Books not taxable - Europe add £5. Non Europe add £10. We reserve the right to charge carriage and cost.

UK POSTAGE AND PACKING: Items under £50 add £2. Items under £100 add £5. Items over £100 add £10 for Group 4 Courier ensuring delivery the day after the despatch. Overseas Customers (Europe).

Full price shown will normally cover carriage and free tax. Non Europe add 5% to total.

PERSONAL CALLERS

WALLASEY
37 SEAVIEW RD
051 630 3013

WEST KIRBY
2 ACACIA GROVE
051 625 9199

BIRKENHEAD
25-29 GRANGE ROAD WEST
051 647 3377

MAIL ORDER ONLY:- 25-29 GRANGE ROAD WEST, BIRKENHEAD, MERSEYSIDE L41 4BY TEL: 051 650 0500 FAX: 051 650 0506

MICROSNIPS

Making technology work for you!

QUATTRO PACKS

Code Masters ■ £2.99

At that sort of price you can't go wrong, really. All the packs are themed but that doesn't mean there's a lack of variety because there's plenty of different game styles to contend with (you would not believe it, etc etc...).

Quattro Combat features *Death Stalker*, an okay-ish platform game, *SAS Combat Sim*, a beat-and-blow-'em-up, *Ninja Massacre*, a bit like *Gauntlet* with ninjas, and *Arcade Flight Sim* is what it sounds like, viewed from overhead. OVERALL 66%

Quattro Power features *Moto X*, a horizontally-viewed motorbike scrambling game, *Twin Turbo V8* — yer average racing car game — *Pro Powerboat* is basically speed on water, and the brilliant *ATV Sim*, a two-player scrambling game in, erm, ATVs. OVERALL 80%

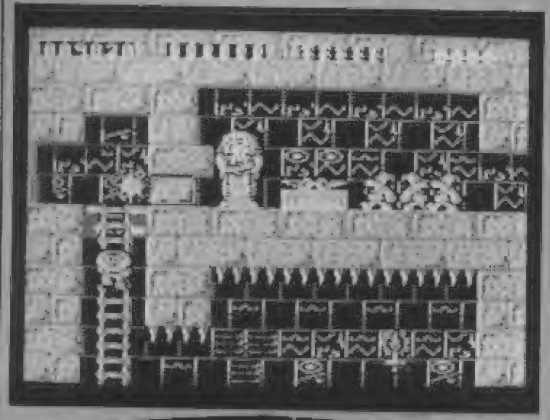
Quattro Firepower has *3D Star Fighter* a space blaster, *MiG 29*, a flying-into-the-screen blaster, *Operation Gunship* a great, if a little tricky, fly and bomb affair, and the *Terra Cognita* scrolly shoot-'em-up. OVERALL 72%

Quattro Adventure offers a great selection of platform games, each different enough to provide long-term playability. The titles are: *Vampire*, *Ghost Hunters*, *Super Robin Hood* and *Dizzy*. OVERALL 85%

Quattro Super Hits gives four action-packed games, including *Super Stuntman*, an entertaining driving game viewed from above, *Super Tank* gives you a tank to blast through jungle with, *Super Hero* is an 3D isometric arcade adventure and *KGB Super Spy* has you flying around scenery picking up lost scientists! OVERALL 79%

Quattro Sports is probably one of the best packs on offer with: *Grand Prix Sim*, a well-playable overhead *Super Sprint* effort, *Pro Ski Sim*, an addictive ski game, *Pro Snooker Sim* is one of the best snooker sims around, and *BMX Sim* you've already played, 'cos it's on the Code Masters tape this issue! Hurrah! OVERALL 86%

Quattro Racers is the latest pack around and features *BMX 2*, *Championship Jet Ski*, *ATV Sim*, and *BMX Freestyle*. Plenty of fast-paced arcade action here and all of them good titles! OVERALL 89%



CHALLENGERS

Ubi Soft ■ £14.99 ■ £22.99

Take up the challenge from Ubi Soft and add six fab games to your software collection with the *Challengers* compilation. For your hard earned dosh you get *P47 Thunderbolt*, *Fighter Bomber*, *Pro Tennis Tour*, *Rick Dangerous*, *Carrier Command* and *Kick Off*. A little something for all tastes!

The two games that really stand out have to be *Rick Dangerous* and *Carrier Command*. The man with the hat's first adventure was a smash hit the first time it was reviewed, earning 81%. The cartoon style graphics and sound effects were an instant hit with everyone in the CRASH offices and I couldn't rest until I'd completed the game.

Carrier Command is aimed more at the serious games player. You take control of a futuristic aircraft carrier and all the problems that come with it. The mixture of excellent 3D graphics, strategy and shoot-'em-up action will have you playing this game for a long time to come.

Two types of flight simulation are also in the pack. *P47* is an arcade shoot-'em-up game. The backgrounds scroll horizontally by as you blast the enemy out of the sky. *Fighter Bomber* puts you into the cockpit of a real plane and lets you take on a battle from the pilots viewpoint in total 3D.

Sports fans won't be disappointed with *Challengers*, either. There's *Pro Tennis Tour* and *Kick Off* to keep them busy. *Kick Off* is, of course, the football game that caused a storm on the 16-bit machines. Unfortunately the conversion to 8-bit wasn't so successful. *Pro Tennis* is an average simulation of that well known sport (pity there are no strawberries and cream!).

Challengers is excellent value for money on cassette. But with the disk version costing a staggering £22.99 I would be inclined to stick to cassette. (Erm, Nick, dividing the overall percentage by six games is a bit odd here, isn't it? —Ed) Erm, yeah...

Rick Dangerous: 15/16.66
P47 Thunderbolt: 14/16.66
Carrier Command: 15/16.66
Kick Off: 10/16.66
Pro Tennis Tour: 12/16.66
Fighter Bomber: 13/16.66
OVERALL 79%

A CRASH Smash

POWER UP

Ocean ■ £15.99

There's some scorching hot software on this compilation, and plenty of variety, too — boredom's definitely not a word in *Power Up*'s dictionary. On offer are *Altered Beast*, *Chase HQ*, *Rainbow Islands*, *X-Out* and *Turrican*.

I just love playing *Rainbow Islands*, I could play it until the cows come home (and then, perhaps, a bit more). The cute characters and gameplay is addictive from the start. Taken from the colourful Taito coin-op, the Spectrum version is surprisingly good, capturing all the excitement of the arcade and keeping the excellent graphics and sound too. A corker!

Turrican is another colourful game, and a real good blast. The multitude of weaponry add-ons and variation in the aliens makes it a shoot-'em-up fan's heaven!

Chase HQ is probably the ultimate driving game on the Speccy. You have to chase (no, really?) the criminals in your souped-up sports car and bash them off the road to arrest them. Personally, if I could afford a fast car I wouldn't want to bash it up!

Altered Beast gets right away from laser guns and cars. You are now a dead hero. The daughter of a god has been kidnapped and in an attempt to get her back you have been resurrected. Lots of supernatural action with punches and kicks galore.

X-Out finishes off the compilation with a blast. Lots of space ships, lots of firepower and plenty of joystick wrecking action.

Power Up is an excellent pack, you'll be stuck to your screen for ages!

X-Out: 17/20
Chase HQ: 17/20
Turrican: 18/20
Altered Beast: 18/20
Rainbow Islands: 20/20
OVERALL 90%

CRASH ZX SPECTRUM

subscribe!

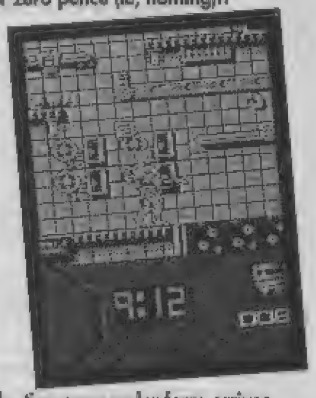
SEX!
Whether you're male or female, CRASH is the biggest Speccy turn-on you'll ever find! Up-to-the-minute reports on Speccy gaming to give you endless thrill power!! It's the dolphin's flippers (Eh? —Ed)!!

DRUGS!
CRASH is more addictive than Nuke! So ensure your regular dose by taking out a 12-month subscription at the barg-like price of just £18 (UK mainland)! Subbing saves over £4 on the shop price of CRASH and it's delivered right to your door!!

AND ROCK 'N' ROLL!
Well, actually not a lot of rock and roll, but how does a FREE Ocean game sound? Pretty bloomin' whammo, eh?! And it's true — take out a sub and we'll supply you with an Ocean game for zero pence (ie, nothing)!!

IT'S A BARGAIN!
12-month sub:
Mainland UK: £18 (a snip!)
Europe: £24
Outside Europe: £38 (Airmail)

THE GAMES!
ROBOCOP 2 ■ 128K
NAVY SEALS ■ 128K
BATTLE COMMAND ■ 128K
TOTAL RECALL ■ 128K
NARC ■ 128K
MIDNIGHT RESISTANCE ■ 48K/128K
SHADOW WARRIORS ■ 48K/128K
PUZZNIC ■ 48K/128K
PLOTTING ■ 48K/128K



NB: If a game hasn't been released by the time your order form arrives here we'll hold on to it until the game's out!

I would like to subscribe CRASH for 12 issues. I want:

❒ MAINLAND UK SUB £18.00
❒ EUROPE: £24.00
❒ OUTSIDE EUROPE (Airmail): £38.00
The FREE Ocean game I have chosen is ..... on Spectrum casselte

Method of payment (please tick)

❒ VISA ❒ ACCESS ❒ CHEQUE ❒ POSTAL ORDER

Credit Card Number.....
Expiry Date.....

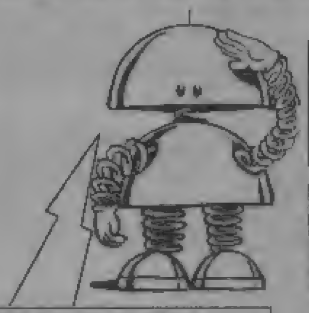
Signature.....

NAME.....
ADDRESS.....
.....POSTCODE.....

Make cheques and postal orders payable to CRASH Ltd. Send this form, with payment, to: NEWSFIELD, CRASH SUBSCRIPTIONS, LUDLOW, SHROPSHIRE SY8 1JW. Subscriptions will begin with the first available issue.

MAIL ORDER

BUY YOUR SAM COUPÉ FROM CRASH!



Hi! Sam here. This is your chance to catch up with the latest and hottest computer around - the SAM Coupe. You can now buy your SAM Coupe straight from CRASH - a guarantee of reliable and efficient service.

Export orders please add £10 for extra handling charges.

SAM COUPE PACK ONE
The computer, the disk drive, the power pack, the manuals, the tapes and Flash! - the art program! All for £199.95

SAM COUPE PACK TWO
The computer, two disk drives, the power pack, the manuals, the tapes and Flash! - the art program! All for £275

DISCOUNT SAM COUPE SOFTWARE
Famous Five on a Treasure Island, Sam Multipack 1, Defenders of the Earth, Mind Games 1, Sam Tape III
Tapes £9.99 each, Discs £11.99 each

AND THOSE OPTIONAL EXTRAS
Coupe Disk Drive £79.95
256K Memory Pack £39.95
Communications Interface £29.95
External Disk Drive Interface £29.95
Scart Monitor Cable £9.95
Midi Cable £6.99
Advanced Technical Manual £15.99

CRASH

CRASH SPORTS BAG £6.99
Get a whizzo CRASH sports bag with tw carrying handles and a removable shoulder strap!

T—SHIRTS £4.99, SWEAT SHIRTS £7.99

CRASH SURFER
T—Shirts only sizes M

CRASH RED MOON
T—Shirts only sizes M,XL

CRASH BLACK
T—Shirts sizes S,XL
Sweat Shirts sizes S

CRASH WHITE
T—Shirts only sizes M,XL

CRASH KING GRUB
T—Shirts only sizes M

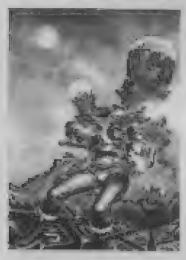
CRASH CAP £3.99
T.G.M. CAP £1.99

CRASH/ZZAP TRACKSUIT £7.99
small only

PRICES INCLUDE POSTAGE, PACKING AND VAT. NO HIDDEN EXTRAS

Please note — all offers on this page are while stocks last, order now as our policy is first come fist serve!

VISA **HOTLINE 2 to 4 pm ☎ 0584 875851☎** ACCESS VISA



POSTERS £3.99

Colossal A1 size posters, featuring the best of Oliver Frey's artwork! Red Moon, Zombies of the Night, Kepler of Mars, Metro Force 1.(not shown)

CRASH STICKS

DYNAMICS COMPETITION PRO 5000 (NORMAL)
Features arcade quality microswitches, dual fire buttons, robust steel shaft and rubber return for smooth control.
OFFER £13.50

DYNAMICS COMPETITION PRO 5000 (CLEAR)
Same as PRO 5000 NORMAL, but with see-thru body.
OFFER £13.99

DYNAMICS COMPETITION PRO EXTRA
Features rapid fire, unique slow motion and see-thru body.
OFFER £14.99

POWERPLAY CRYSTAL STANDARD
Clear joystick with red fire buttons and pistol grip handle.
OFFER £14.99

POWERPLAY CRYSTAL TURBO
Same as CRYSTAL STANDARD, but includes fast Autofire action.
OFFER £16.99

POWERPLAY CRUISER BLACK
With dual lead for spectrum 48K/128K/Plus/Plus2/Plus3.
OFFER £9.99

POWERPLAY CRUISER CLEAR AUTOFIRE
Simply by holding down either of the fire buttons engages Autofire.
OFFER £12.99

THE CRASH HOT SIX

3D KIT
Domark
19.99
Save £2

WRECKERS
Audiogenic
£8.99
Save £2

POWER-UP
Ocean
£12.99
Save £2

RBI 2
Tengen
£8.99/11.99
save £2/£3

SHADOW DANCER
US Gold
£9.99
save £2

MERCS
US Gold
£9.99
Save £2

SOFTWARE MEGADEAL

If you wish to order any software that is currently available please use the following Special Offer discount table to calculate your Offer price using the reccommended retail price as quoted on the software houses adverts

RRP	OFFER	SAVE
4.99	3.99	1.00
5.95	4.74	1.20
7.95	6.40	1.55
7.99	6.44	1.55
8.95	7.20	1.75
8.99	7.24	1.75
9.95	7.95	2.00
9.99	7.99	2.00
11.99	9.99	2.00
12.95	10.40	2.55
12.99	10.44	2.55
14.95	11.95	3.00
14.99	11.99	3.00
19.95	15.95	4.00
19.99	15.99	4.00
23.00	18.40	4.60
24.95	19.95	5.00
28.95	23.15	5.80
29.95	23.95	6.00
34.95	27.95	7.00

FREE GAMES!

Furthermore, order any three £2.99 games and we will give you one £2.99 game absolutely free.

DISCOUNT HOTLINE

Please phone 0584 875851 now between 9 and 5pm and ask for Discount hotline and we will give you availability and release dates for your software order.

BACK ISSUES

LIMITED NUMBERS AVAILABLE!

The following limited stock standard issues are available for a measly £1.75 each.

17 to 37, 38, 39, 41 to 53, 55 to 57, 61 to 64

The following COVERMOUNTED issues are at a premium and going like hot cakes! They are available at a mere pittance for £2.35 each.

54, 58 to 60, 65 to 68, 70 to 82

HOW TO ORDER

Please fill in the coupon below and remember, if you are ordering software make sure you have specified which computer it is intended and whether you require cassette, disk or cartridge format. Similarly, dont forget to indicate garment size for cloathwear. Alternatively phone our hotline ordering service between 2 and 4 pm for fast effective service (credit card payment only). Prices valid for UK/Eire/Europe only. For Overseas orders please add £2.00 per item for Air Mail delivery.

CRASH MAIL ORDER ISSUE 89

Name _____

Address _____

_____

_____

_____

Post code _____

Tel no. _____

Method of payment (please circle) Access / Visa / Cheque / PO

Description	Format/Size	Price
	TOTAL ORDER	

Credit Card No _____

Expiry Date _____

Please make cheques and postal orders payable to CRASH ltd.

SEND THIS FORM TO:
CRASH Mail Order, P*O Box 10,
Ludlow, Shropshire, S5Y8 1JW

Blow 'em away with a Cheetah

DEFENDER

LIGHTGUN

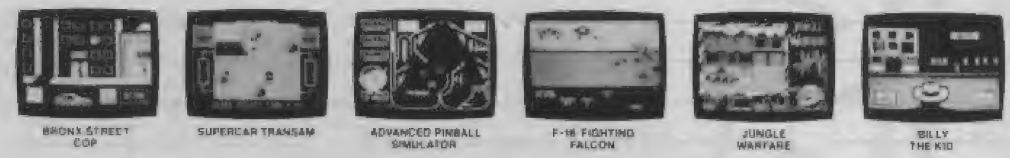
COMPATIBLE WITH:

48K ZX SPECTRUM
(JOYSTICK INTERFACE REQUIRED)

SPECTRUM 128K, +2, +3
(Please state which version when ordering)

- ERGONOMIC ROBUST CONSTRUCTION
- MICROSWITCH 'HAIR TRIGGER' ACTION
- AUTO FIRE/FUNCTION SELECT
- 12 MONTH WARRANTY

INCLUDING 6 EXPLOSIVE Gold Hits GAMES



BRONX STREET COP | SUPERCAR TRANSAM | ADVANCED PINBALL SIMULATOR | F-16 FIGHTING FALCON | JUNGLE WARFARE | BILLY THE KID

SPECIAL OFFER £14.99

Price includes VAT, postage & packing.
Delivery normally 14 days.
Export orders at no extra cost.
Dealer enquiries welcome.

Cheetah Marketing

CHEETAH MARKETING LTD.
Norbury House, Norbury Road,
Fairwater, Cardiff CF5 3AS.
Telephone: Cardiff (0222) 555525
Telex: 497455 Fax: (0222) 555527

All specifications and prices subject to change without notice

● You're the blue chap coming up the screen ready to attack the missile-chucking tank (but we'll dispose of the yellow opposition first, shall we?)

MERCS

US Gold ■ £11.99

As the former President of the United States of America toured central Africa on a quest for world peace, he was taken hostage by a group of revolutionaries. What jolly bad luck! Of course, the US can't just send the troops in to rescue him, as it could prompt World War III, so instead they send an elite corps known as the MERCS — professional soldiers trained in anti-terrorist tactics. And you're one of them (gulp). Your objective: to rescue the President and stop the rebels taking over the country of Zutula!

It's dead easy to describe *MERCS* — eight levels of non-stop arcade shoot-'em-up action. That's it! Well, there's a little bit more. Two players can take part simultaneously and each can build up their weaponry from a simple gun to a three-way blaster or flame thrower.

You're going to need that weaponry to attack the many, many, many enemies you encounter on your mission and they come in all shapes and sizes. Rebels run around firing in all directions, mega-tanks attempt to run you down and, at the end of each level, there are such things as enemy supply trains, battleships and monster Hercules planes that'll make mincemeat out of you if you're not quick enough on the trigger.

You couldn't ask for much more colour in the graphics of *MERCS*. All the sprites and backgrounds use the block colour method, so some look a bit blocky but it allows loads of colour with very little clash.

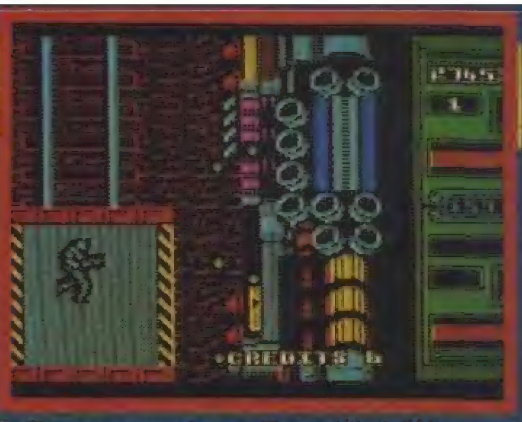
Landscapes scroll in all eight directions and the terrain you run over changes from time to time. One minute you're sprinting along a concrete path, the next you could be up to your neck in quick sand or gasping for breath in the middle of a river!

There's so much to be blasted away it'll keep shoot-'em-up fans happy for hours on end. You don't have to stick to shooting the enemy, either. If you are feeling really naughty you can blow up any houses, trees or bushes you see along the way (and sometimes you have to, to clear a path, y'see).

MERCS is a real winner with me. The tune at the beginning may be a little, erm, grating but the rest is excellent. A real cool blaster, and I didn't say it looks like a updated version of *Commando* once (even if it does).

NICK 84%

● Playing *MERCS* takes you all over the place. Here we're on board a ship ready to trash the opposition's armoured boat



● Player one launches an attack on the mighty *MERCS* train, blasting the train's gun emplacements in this vertically scrolling bit

MARK Even though I've not played the coin-op *MERCS* is based upon, I like it. It's everything a computer game should be: fast, colourful and above all very (very, very) violent. It reminds me of another game from the arcades, *Calibre .50*, where one or two players battle against a horde of terrorists, with nowt to their name bar a machine gun and a few grenades. This is what always puzzles me about this type of game — the heroes run around with a feeble machine gun while the enemy carry some serious combat weaponry, six-barrel chain guns, M-203 grenade launchers etc. But, back to the game: it's *sunshades, ahoy!* time because the sprites and backgrounds are very colourful. My only niggle is that while the title tune and inter-level jingles are pretty good, they're too jolly and bouncy for an ass-kicking game. If you want a fast-paced all-action game you need look no further than *MERCS*. So don't.

88%

RATING

The best shoot-'em-up for ages. Packed with colour and mega-enemies to blast!

PRESENTATION	84%
GRAPHICS	85%
SOUND	70%
PLAYABILITY	87%
ADDICTIVITY	88%
OVERALL	86%

● Prepare to hit it for six as Dawson plays Blyleven in *RBI 2*

RBI 2

Tengen/Domark ■ £10.99 ■ £14.99

Tengen's latest offering is *RBI 2*, a sports game that takes you to the baseball field to indulge in the great summery pastime that gets American's very excited.

If the finer points of baseball are as totally incomprehensible to you as they are to me, fear not, 'cos there's a guide entitled *Baseball For Idiots And Englishmen* included in the package (along with a smart *RBI 2* baseball cap, would you believe). The computer version is a one- or two-player game and teams are

SHADOW DANCER

US Gold ■ £11.99

Terrorists aren't very nice people, are they viewers? But there are a few square-jawed heroic types who'll stand up to them and give them a taste of their own medicine. Joe Musashi is one of them.

The hero of *Shinobi* has returned after a long rest to find a terrorist gang have been busy planting bombs in civilian establishments across America. So Joe dons his espadrilles and snazzy white togs, buckles on his razor-sharp katana sword and calls to heel his faithful mutt (let's call him Fido) and heads into action.

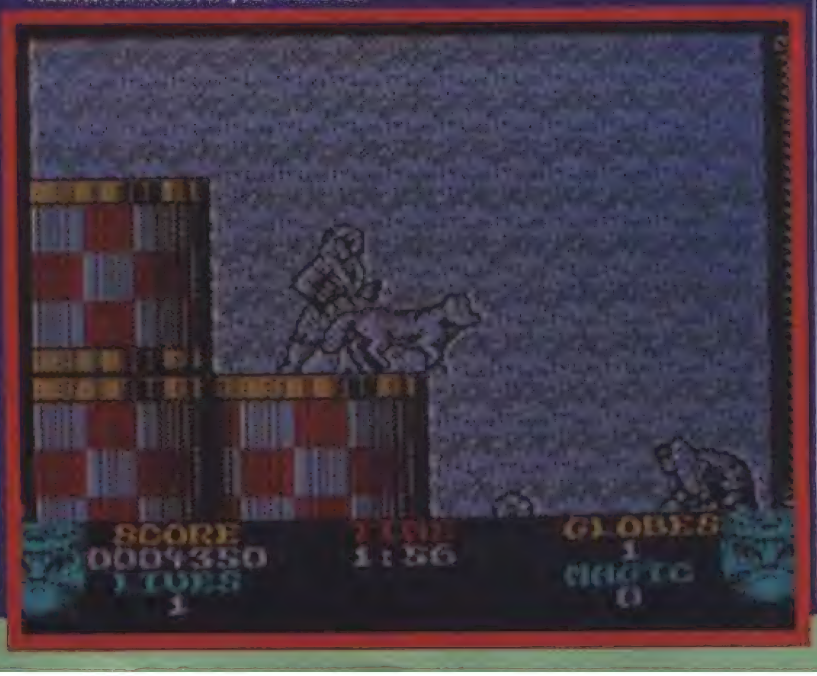
Level one takes you, playing both Joe and Fido to Miami airport where the terrorists have been busy wiring up explosives. With a copy of *The Sledge Hammer Guide To DIY Bomb Disposal* and a pair of ear plugs, Joe strides through the three sections that make up the level, dismantling bombs as he goes.

But it's not that easy. Evil terrorists are waiting to ambush our pal, but using throwing stars, limited ninja magic, sword or Fido's sharp choppers, they can be dealt with. Fido's quite a handy pal to have. With a press of the space bar he'll run ahead and hold a terrorist while you dispose of him.

After battling through the concourse and cargo loading bay, Joe enters a plane and faces a huge, fireball-throwing samurai robot. Beat that and you're into the bonus level, which goes like this: your standing at the bottom of a tower, looking up at its lofty heights. You have an unlimited supply of shuriken stars to lob at the nasty ninjas who leap down and try to plant their size ten espadrilles on your nut.

Later levels take place on a speeding train, in a factory, down the sewers and at a shuttle base, a nasty

● Ah-ha! We can see you, you sneaky ninja, lurking at the bottom there! Fetch, Fido/Rover/whatever your name is...



NICK *Shadow Dancer* follows in the footsteps of countless other ninja beat-'em-up games. But *Shadow Dancer*'s novelty is that our hero's brought his dog along. The graphics are mainly monochrome, the odd bit of colour cropping up when you come to large obstacles like walls and oil tankers. The sprites are really well drawn and shaded and the animation's neat. I found the gameplay fun for a while but the novelty of having a dog to help me out soon wore off.

74%

selected from a list of 26 before the game begins.

The field is split into two parts, the outfield and the infield — otherwise known as the diamond, where most of the action takes place. At each corner of the diamond is a base — Home, First, Second and Third — and it's each batter's task to run between the four bases and so score a run.

The game is viewed from behind the batter, facing the pitcher. The pitcher stand on a mound of earth in the centre of the infield and tries to strike the batter out (ie, force him to miss the ball). To this end the player controlling the pitcher can choose the speed and curve of the ball as he winds up the shot.

If the batter hits the ball, the outfielders come into play. It's their job to catch the ball and, as the batter runs around the infield, throw it back to a base and attempt to intercept him.

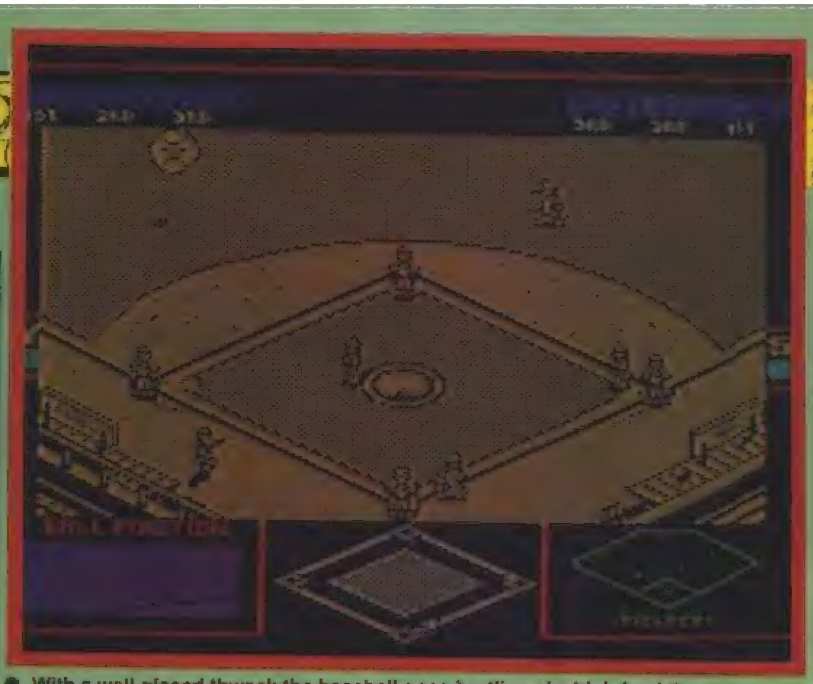
So there you have it, basically, each player batting and fielding in turn and scoring as many runs as possible. The winning team's success is splashed across the front page of the *Baseball News* and the losers are laughed off the pitch.

After a spell of okay-ish games, Tengen finally appear to have a hit on their hands — *RBI 2* is great! Although I know as much about baseball as I do quantum physics, I picked the game up pretty easily.

The angst felt when my batter whacked the ball outfield and legged it for the next base kept me playing for ages, and the game is particularly good when playing against a chum. Graphically, *RBI 2* is excellent, all the character sprites, although tiny, are brilliantly animated, especially the pitcher and batter. The only thing lacking is a decent league system.

Overall, it's pretty fab: playable, entertaining and pleasantly competitive. *RBI 2* definitely scores a home run (see how quickly one picks up the terminology)!

MARK 88%



● With a well-placed thwack the baseball goes hurtling sky high (and the sound FX when this happens are ear-piercing!)

NICK It's not very often you see a baseball game on the Spectrum. The last one I can remember was, erm, (think, think) *World Series Baseball* about six years ago and its gameplay wasn't too dissimilar to this (not surprisingly, it's all baseball, isn't it?). What first impressed me about *RBI 2* was the slick presentation and excellent music. I don't usually get my toes tapping to Spectrum music but I must admit this was very good, complementing the logo scrolling around the screen perfectly. So, it's all very flashy up front but what about the game? Well, the smallish sprites do the job well and you really get into the swing of things, the close-up display giving a detailed look at the batting and showing where the ball is at all times. There isn't that much you can control in the game, though: other than pitching and batting, you can only control the direction the fielders throw the ball, and that isn't very taxing. But I'm not going to end on a moan, 'cos I really enjoyed playing *RBI 2* and reckon all sports action fans will too!

94%

RATING

RBI 2 is great game but don't expect a simulation-type thing, just a very playable knockabout.

PRESENTATION	88%
GRAPHICS	89%
SOUND	85%
PLAYABILITY	84%
ADDICTIVITY	86%
OVERALL	86%

guardian awaiting man and dog at the end of each.

Are we bored with ninjas yet? Well, just a bit. I've played so many I'm turning Japanese — if not going slightly orientally mad (yes viewers, he thinks he's a Bonsai tree —Ed). But let's look at the game on its own merits.

Shadow Dancer is a good scrolly beat-'em-up with arcade adventure overtones. It's fast, tough and, above all, playable. The character sprites are all speedy little chaps, especially Joe, who leaps around like a turbo-charged Bruce Lee, while the backgrounds are pleasantly colourful and varied. Yup, I liked this a lot; it's well worth having a go at.

MARK 80%

RATING

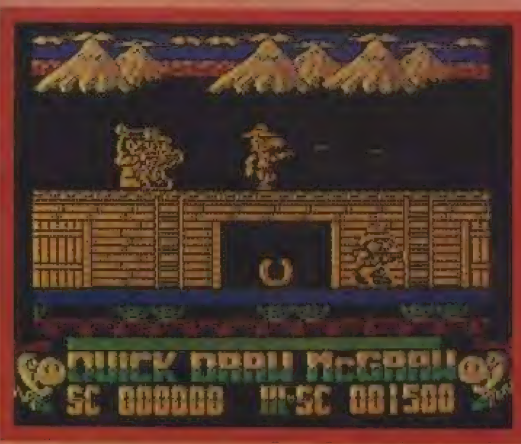
Fido gives *Shadow Dancer* that extra bit of excitement over most ninja adventures.

PRESENTATION	75%
GRAPHICS	80%
SOUND	74%
PLAYABILITY	77%
ADDICTIVITY	78%
OVERALL	77%

QUICK DRAW McGRAW

Hi-Tec Software ■ £2.99

● Inside the train in *Quick Draw McGraw*, this bit's played like *Op Wolf*



Train driving in the wild west wasn't all horn honking and potted meat sandwiches, y'know. Getting your passengers and cargo safely to their destination was almost an impossibility. You could be sure that somewhere along the line the train would be attacked by bandits and indians stealing anything they could lay their hands on. That was until Quick Draw McGraw came onto the scene. Will they dare attack with you as Sheriff McGraw on board?

Quick Draw is played on the top of a moving train with thieves, indians and general nastiness coming at you from all directions. You're armed only with a pistol and some clever shooting will be needed if you are to survive for long.

Occasionally you'll come across an icon on the side of a carriage. Collecting these will either give you extra points or act as a smart bomb (if you collect a dynamite icon) or give extra energy (an apple).

There's another part to the game, a shooting gallery scene inside one of the carriages. Shooting the baddies and avoiding the goodies is your objective. Get the wrong one and it could be curtains for you.

Quick Draw McGraw is an entertaining budget shoot-'em-up. If you fancy a quick blast to get away from brain boggling games then get out your best trigger finger and have a rootin', tootin' good time!

NICK

RATING

OVERALL 70%

LOS ANGELES POLICE DEPARTMENT

Players ■ £2.99

In *Los Angeles Police Department* you're a special agent who's been attached to the LAPD by request of the commissioner of police. Gangs of armed thugs roam the streets and, although the ordinary coppers are powerless to stop them, you're armed with a 9mm Uzi to blow them away.

The game is viewed *Operation Wolf* style (ie, slow horizontally scrolling) with the thugs popping up from the bottom of the screen or running on from the sides. But wherever they appear from the bad guys take pot shots at you with a variety of weaponry, the result being a heavy dose of lead poisoning followed by death.

The only way to avoid going home in a body bag is to fire back. A floating cursor (your gunsight) can be guided across the screen and a press of the fire button turns the hoods into lead-filled swiss cheese. As the villains bite the concrete they sometimes leave behind handy bonuses, which include extra ammo, First Aid kits and body armour.

Even though *LAPD* is an *Operation Wolf*-style shoot-'em-up, it also bears more than a passing resemblance to *Predator II*; indeed, I half expected to see the nightmarish dreadlocked head appear at any moment! This game style is getting on now, but *LAPD* is tough to master and on a budget label is well worth the asking price.

MARK

RATING

OVERALL 82%

● You can tell game designers are getting desperate when a game's central character is a fluffy bunny (there he is, on the crates)

LOP EARS

Players ■ £2.99

'Bright eyes, burning like fire...' Yes, we all had a good sing song when *Lop Ears* came into the office. It's one wicked game and comes complete with a soppy story! Poor little Lop Ears the rabbit went out playing and strayed too far from home. As he tried to make his way back, he discovered a new bypass had been built, blocking his route (awwww!). Now his only hope is the help you can give him.

Lop Ears is in the classic arcade adventure style. The little rabbit bounds about the screen and you have to collect and mix objects and use them in the correct locations to progress.

Lop Ears isn't welcome in the part of the woods he's exploring and the natives keep trying to turn him into rabbit pie. Dogs, squirrels, weasels and birds are all out to make life a misery but luckily he can replenish his energy by munching carrots.

The puzzles seem impossible at first but the more objects you discover, the easier it gets. Common sense is the best way to progress: if you have a tin box and an opener what do you do with it? Open it up, of course!

Every screen is packed with colourful graphics and lots of animation (and looks a bit *Dizzy*-like, but then I suppose there's only a couple of ways you can draw a tree on the Spectrum!). *Lop Ears* is a great game that'll keep you occupied for days, definitely one for all mappers!

NICK

RATING

OVERALL 84%

TORNADO ECR

Code Masters ■ £2.99

This is air-to-air combat with a difference. You're strapped into the most sophisticated of British fighters armed with laser-sighted weapons. Your enemies, on the other hand, are a strange bunch of planes. They range from Heinkel He-111 (quite old planes) to the latest in aircraft technology.

I haven't a clue what time zone I'm supposed to be in but there isn't the time to worry when the onslaught of bullets starts! Each plane is very well drawn and has a good splattering of colour.

This is a sort of *Kamikaze* with bigger and better graphics but there's not much to do. You fire continuously in an attempt to shoot down 20 enemy planes but usually get blown out of the sky in the first couple of seconds! The clouds that fly by don't help matters much. They're usually the size of two planes stuck together and you can't help but fly through them, blocking any view of the action you may have had.

Tornado ECR's presentation is great: animated balloons float up the screen to make up the menu and you can flick through all the enemy plane graphics at the touch of a button. In the end, though, it's an average shoot-'em-up. Fans of this type of game will find it great fun, and excellent value at £2.99.

NIICK

RATING

OVERALL 60%

● Dakka, dakka, boom! Fly your Tornado, the plane in the middle, and blast enemies out of the sky (that white blob's a cloud, if you were wondering)

+D System

INTERFACE & DRIVE

THE ULTIMATE SPECTRUM ADD-ON!....

WITH THIS AMAZING DISK DRIVE AND INTERFACE PACKAGE YOU CAN BRING YOUR SPECTRUM INTO THE WORLD OF SUPERFAST DISK STORAGE AND RETRIEVAL

- The PLUS 'D' System consists of a top quality double-sided Disk Drive (complete with power supply) and the powerful PLUS 'D' interface. Plus connecting cable.
- Full 80 track Drive giving almost 800K of fast disk storage using the industry standard 3.5" disks - (available anywhere for under £1.00 each) with enough room for up to 16 full size programs per disk!!
- Offering more than twice the storage capacity of a standard IBM Disk Drive and even more than an ATARI ST, the PLUS 'D' System takes you into the realms of mass storage.
- Load programs at Superfast Speed!! - a whole 48K program in seconds. No more waiting for tapes to load.
- The PLUS 'D' actually gives your Spectrum an alternative operating system with dozens of advanced commands.
- Extremely simple to use but very advanced in it's speed and operation.

BUT THATS NOT ALL!! THE PLUS "D" HAS A UNIQUE "SNAPSHOT" FEATURE!

- Yes, at the press of the "Snapshot" button you can freeze the program in memory and save it to disk.
- Transferring tape programs to disk couldn't be simpler - up to 16 per disk!
- Works with 48K and 128K programs.
- Special 'Screen Dump' feature allows you to print out any screen to an Epson compatible printer. (Printer lead available £9.99 if required)

AVAILABLE FOR 48K/128K/+2/+2A/+3 COMPUTERS (PLEASE STATE WHICH WHEN ORDERING)
NOTE THAT THE +2A COMPUTER HAS A BLACK CASE UNLIKE THE +2 WHICH HAS A GREY CASE. IT IS IMPORTANT TO STATE EXACTLY WHICH MODEL OF SPECTRUM YOU HAVE WHEN ORDERING.

If you have your own suitable Disk Drive (Plus 'D' will work with 40 or 80 track 5.25" or 3.5" drives) then we can supply the Plus 'D' Interface separately for

ONLY £59.99

COMPLETE PLUS D INTERFACE AND 800K DISK DRIVE POST FREE!!

ONLY £129.99

WARNING 1988 COPYRIGHT ACT WARNING

Datel Electronics Ltd., neither condones or authorises the use of it's products for the reproduction of copyright material.
The backup facilities of this product are designed to reproduce only software such as Public Domain material, the users own programs or software where permission to make backups has been clearly given. It is illegal to make copies, even for your own use, of copyright material, without the clear permission of the copyright owner, or the licencee thereof.

HOW TO GET YOUR ORDER FAST!

TELEPHONE [24Hrs] **0782 744707** CREDIT CARD ORDERS

ORDERS NORMALLY DISPATCHED WITHIN 48 Hrs. ALL CHEQUES/POSTAL ORDERS MADE PAYABLE TO....

DATEL ELECTRONICS LTD.

GOVAN ROAD, FENTON INDUSTRIAL ESTATE, FENTON, STOKE-ON-TRENT, ST4 2RS, ENGLAND.
FAX 0782 744292 TECHNICAL/CUSTOMER SERVICE 0782 744324

DATEL Electronics Limited

REVIEWS

● SAM shows off; great graphics, great gameplay makes *Escape* one of the finest Coupé games yet

escape from the planet of the ROBOT MONSTERS

Enigma Variations
■ SAM Coupé ■
£14.99

Disaster has struck on Planet X! The human colonists have been captured by an evil race of aliens — the Reptilons — and are being forced to create an army of killer robots with which the Reptilons plan to destroy Earth!

But help is at hand with the arrival of Jake and Duke, two tough, square-jawed interplanetary SWAT men. One or two players choose a character and are briefed on their mission: rescue the hostages, destroy the Reptilons and rescue the beautiful Professor Sarah Bellum. Planet X is a big place so is split up into many levels, filled with robotic guards.

Each level is split into several sections, each part accessed by ladders and escalators. There are several types of guard including the infamous Weetabix character, but both Jake and Duke possess a ray gun and a limited supply of smart bombs, so get blasting. As guards are destroyed glowing gems appear — collect these for increased ray power. Lockers can be shot to reveal such goodies as food, energy and smart bombs.

But it's the hostages you're here for, and these are usually found slaving away at computer terminals. Just touch them and they'll be transported to your ship for a hefty end-of-level points bonus.

At regular intervals you meet up with a Reptilon, big, dinosaur-type creatures that take a lot of hits to kill. But to save the lovely Prof and the Earth, you must battle on.

When *EFTPOTRM* first appeared about a year ago on the Speccy, I played it to death, and now the SAM game is here, more late nights are on the cards. Graphically, the game is identical to the 16-bit versions: colourful and beautifully defined characters leg around the screen being very anti-social indeed.

The control method is a little on the frustrating side: the character spins when the joystick is moved left or right and it takes a bit of practice to get him heading in the right direction. For the first few games you end up giving the robot guards lessons in breakdancing. If you own a SAM this game is an essential purchase.

MARK 88%

NICK ***Escape From The Planet Of The Robot Monsters*** **is the first of a run of games for the SAM using the excellent Atari ST graphics and Spectrum code. This creates a game that wavers in quality from one second to the next. For example, the introduction screens are all from the Spectrum, with the usual colour clash and shading you would expect. Moving further into the game, you have sprites and backgrounds that look like they have come from the ST and in between levels you have ST character graphics. The game itself is excellent, full of action and adventure, but the control method takes some getting used to.**

84%

RATING

A great game that arrives on the SAM with considerable style.

PRESENTATION	80%
GRAPHICS	89%
SOUND	81%
PLAYABILITY	89%
ADDICTIVITY	88%
OVERALL	86%

KLAX

Enigma Variations
■ SAM Coupé ■
£14.99

It's the Nineties and it's time for... another SAM game! The concept of *Klax* is simple. Different coloured tiles roll towards you and you have to catch them on your paddle and flip them into one of five bins.

The idea is to make a set number of Klaxes from the tiles, where a Klax is a stack of like-coloured tiles in a horizontal, vertical or diagonal line. Once you've made a Klax, these tiles disappear and the others move down. Simple, eh?

The basic levels of the game, where you must make three-high Klaxes, are easy to complete. It doesn't stay easy for long, though. On later levels you have to attempt a large X, five in a row or long diagonals. For extra bonus points you can set up the tiles to cause a chain reaction of Klaxes (and that's really difficult).

The paddle can hold a maximum of five tiles at a time. After this they just drop off the edge and put the drop meter up. Depending on the level, you're allowed a set number of drops before you get the dreaded GAME OVER sign.

As well as multi-coloured tiles spinning towards you there are also wild tiles that flash on and off. These can be used to complete a Klax of any colour — or if you are really clever, you can drop one to complete two Klaxes at the same time!

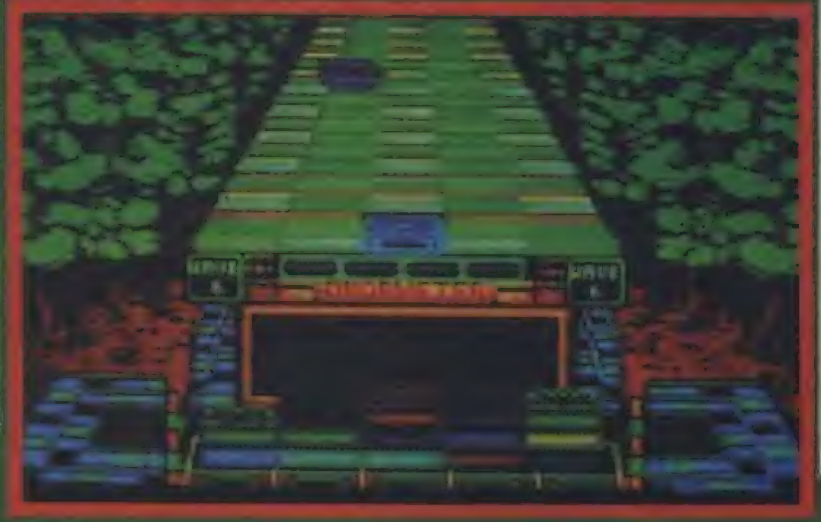
Klax is one of those games you either love or hate — I love it. All puzzle game freaks will find it a great challenge but it can get very annoying when things start to go wrong.

Every few waves the background graphics change to another excellent scene (converted from the ST, no doubt) to add a bit of variety. The tune and sound effects are pretty neat, too.

This is a great version of *Klax*, and just so all SAM owners can brag to their friends, it looks and plays just like the Atari ST and Amiga games!

NICK 82%

● Oh dear — we're making a bit of a mess of this *Klax* wave. Not a suitable stack in sight



MARK **This game makes me want to throw my computer out of the nearest window 'cause it's so tough! Frustration certainly rules for the first few attempts, and these are just the easy-peasy, lemon-squeezy levels. But in time you calm down a bit and start to enjoy the game, although it's hard to believe that such a simple concept as collecting tiles can cause most people to invent new swear words (I've added another two to my vocabulary today). Graphics are great, very colourful, though sometimes you almost need to wear shades. Flipping great all the same.**

87%

RATING

A frantic game where you need to keep your wits about you. Great entertainment!

PRESENTATION	82%
GRAPHICS	85%
SOUND	83%
PLAYABILITY	87%
ADDICTIVITY	87%
OVERALL	84%

THE FAMOUS FIVE

Enigma Variations
■ £10.99

Good grief! A real, honest to goodness, commercial text/graphics adventure! Hurrah! Who needs those fancy film and arcade licences, eh? Not when you've got Enid Blyton on your side, chaps. Oh, and the Famous Five, of course.

Five on a Treasure Island is an engaging adventure that includes some intriguing character handling, using a system called Worldscape. The game begins when Julian, Anne and Dick travel to Uncle Quentin and Aunt Fanny's house (what was Enid thinking of when she created these characters?!). This is the very first Five adventure so they've yet to meet George, the tomboy girl, and her dog, Timmy. From there they worm their way onto treasure island, full of stereotyped villains and secret caves.

The game world is dynamic which means events move on while you wait. I'm not a big fan of this type of wandering character system; it doesn't present realism — just an impression of a game full of aimless manic zombies.

You can TELL and SAY things to characters as well as ASKing them ABOUT things. Characters have their own special facets so you can ask a character to perform an action you might not be capable of.

You can also BECOME any of the Famous Five (except the dog). Each character has their own advantages: Julian is strong while George is the best swimmer. You can even split the Five up to explore several directions at once and this is essential to solve some of the problems.

The parser is up to modern standards with linked sentences using AND, THEN and commas. Prepositions can be used to alter the meaning of verbs, and group commands such as ALL and EVERYTHING are included.

During play, the screen is divided into two sections. The upper portion of the screen contains all descriptions, messages and graphics, which pop up for selected locations. They're very well drawn and appear instantly on-screen — pretty good going for graphics of this complexity. The lower section is the text input area.

Highlights and criticisms fall upon the parser. When you can't examine something, the word EXAM is automatically displayed, ready for you to EXAmine something else — vey thoughtful and user-hendly. But the parser doesn' understand some basc words included in the location descriptions although memory resrictions may be a factor here.

Criticisms apart, ths is a well produced game vith lots of imaginative prodution techniques. Let's hope there are some more *Famous Five* games on the way, el?

PAUL RIGBY

● We're at the seaside (hurrah!) and we've just punched Dick (double-hurrah! He's an annoying git)

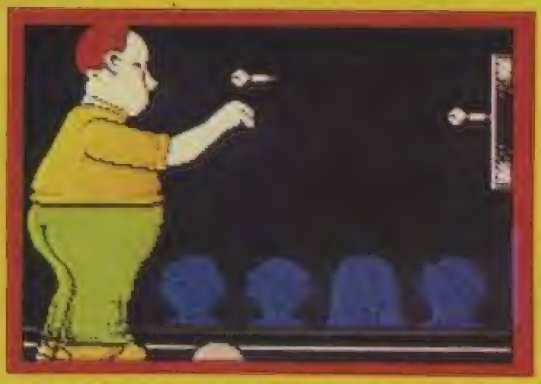
RATING

Imaginative, well designed but with one or two minor quirks.

PRESENTATION	77%
GRAPHICS	84%
SOUND	N/A
PLAYABILITY	81%
ADDICTIVITY	82%
OVERALL	**81%**

JOCKY WILSON'S Darts Compendium

Zeppelin Games ■ £2.99



● It's Jocky on the oche (a might tubby, isn't he)!

● Eh! Grand, super, smashing! You get nothing for two in a bed, not in this game! Jim Bowen just cracks us up!

Everybody's favourite hero comes to life on the Spectrum once again. This time ol' Jocky Wilson has got six games on offer, all stuck up his shirt at the same time by the look of his character in the game!

You can play normal 501 darts or choose from five other games for one or two players. Football is a where each player has to hit the bull to start. Once they've chosen a number they must aim for the doubles. Each double hit scores a goal. The first to ten goals is the winner.

In Dart Bowls, the first player throws a jack, then both players throw three darts. The nearer they come to the jack, the more points you score.

Scram is another fun game where one player is a stopper and one a scorer. When a stopper hits a number that sector is wiped out. The scorer then has to score as much as possible with the remaining board. This continues until the whole board has been stopped, then players swop roles.

Ten Dart Century is my favourite of the games. Each player has ten darts and has to score as close to 100 as possible without going over. If a dart misses the board the score is reset to zero. This is trickier than it sounds.

Shanghai is the last game. The computer selects a sector of the board to aim at. You can then only score in that sector and the one with the highest points after ten sectors is the winner.

Jocky Wilson's Darts Compendium makes a refreshing change from the usual boring darts games. The graphics on the board are as interesting as they possibly can be but single players get an extra bonus of playing against a cartoon Jocky!

NICK

RATING

OVERALL 76%

QuickShot®
by Bondwell

FOR YOUR *BEST* SHOT!

PYTHON 1 - QS 130F
BioGrip control and deluxe digital response plus high-speed auto-fire and dual triggers. Compatible with most video game systems.*

PYTHON 3 - QS 135
Precision performance for Sega GENESIS 16-bit video game systems.

APACHE - QS 131
Fast action and BioGrip for maximum control. Compatible with Atari and Commodore game systems.

MAVERICK - QS 128F
8-direction, arcade-type control stick with two player select switch. Compatible with most video game systems.*

STARFIGHTER - QS 127
Far and away the most versatile remote controller, effective at 20 feet, compatible with most video game systems.*

FLIGHTGRIP - QS 129F
High-speed auto-fire and 8-direction thumb-pads. Compatible with most video game systems.*

INSIST ON QUICKSHOT... THE GENUINE PIECE

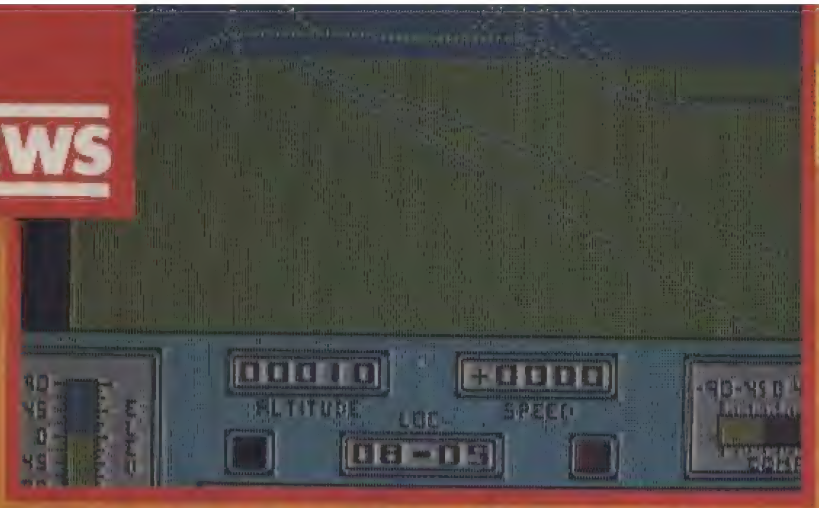
by Bondwell®

QuickShot® 25,000,000 JOYSTICKS SOLD WORLDWIDE

Available at most major department stores and computer dealers.

*Sega, Atari, Commodore, MSX and Amstrad

A CRASH Smash



● Yikes! We've ground to a halt and we did so want to fly under Targ's bridge.

MERCENARY

Novagen ■ £2.99 ■ Rerelease

In the last eight years or so there have been very few original games but one stands out in my mind as the best. That game is *Mercenary*, a speedy vector graphics 'future sim'. No-one who's played this game could have failed to be pulled into it. When I first bought it, many aeons ago, I played it for months, very often for ten or 12 hours a day.

For those who need a reminder of the plot: you're a 21st century mercenary who, through battle damage, has been forced to land on the planet Targ. Most of the planet's inhabitants have wiped themselves out in a massive war, but the Mechanoids and the Palyars are still at each others throats — and you're in the middle of the conflict. All you want to do is go home, but you can't do that until you find a spaceworthy ship. But it doesn't hurt to do a bit of freelance work while you are stranded, and you're offered cash to carry out cerain tasks.

Your only companon is Benson, a computer that goes everywhere with you and fills you in on the locations that you visit and is a communicator between you and the Palyars and Mechanoids.

It's a difficult game to complete — but the lastability's high because every minute is enthralling. Many people *have* escaped from Targ but I never quite made it. I got very close to finding the interstellar craft but couldn't pin-point it.

Playing *Mercenary* again brought back a lot of memories. Five or six years have passed since I first tried to escape from Targ and the game is as brilliant now as it was then. A Smash and no mistake.

MARK

RATING

OVERALL 93%

FROST BYTE

● You're the Kreezer and the Kreezer is that yellow thingy on the left-hand side.

Micro Value ■ £2.99 ■ Rerelease

Cosmia was quite a nice planet to live on once. That was before the Kreezers were forced to share their lands with a group of ghoulish monsters. They've taken over the caverns deep inside the planet and have captured your friends. Your skills are tested to the full as you attempt to rescue your fellow Kreezers in *Frost Byte*!

So, what's a Kreezer? Well, it's a sort of slinky spring thing that turns over and over on itself as you move along. This thingy can jump and fire and it's powers increased by collecting special diamond-shaped sweets. As well as collecting sweets to increase jump power, spring platforms help you reach dizzy heights and mattresses offer a safe landing back on the ground.

Frost Byte may be years old but it can still give the newer games a run for their money. There's plenty of colour and animation in the game and each screen has something new to be zapped and more platforms to be reached. Lots of arcade action and a totally original main character!

NICK

RATING

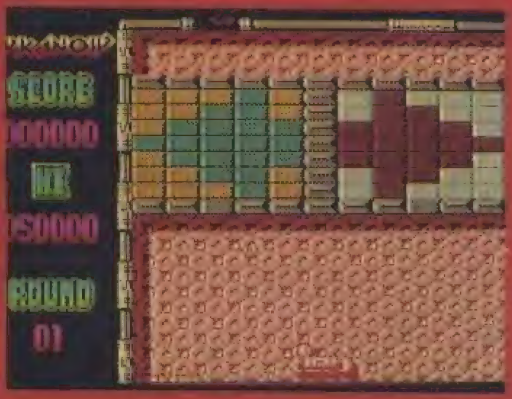
OVERALL 79%

ARKANOID
REVENGE OF DOH

The Hit Squad ■ £2.99 ■ Rerelease

The *Break Out* game style has got to be one of the most cloned ever. *Arkanoid* put it on the map, though, and this is the sequel to the Spectrum classic. There *is* a storyline but it's pointless, and besides, there can't be anyone out there who hasn't played a game like this once in their life. However,

● Find the world's oldest game, tart it up with snazz-like graphics and there you have it — *Revenge of Doh* (it's ancient, and we love it!)



nothing can beat this excellent version — it's smart!

The slick presentation and graphics make *Doh* instantly attractive. What makes the gameplay so special is the variety of icons you can collect: some provide mega-weapons and others have an effect on your bat, doubling the speed or slowing everything right down.

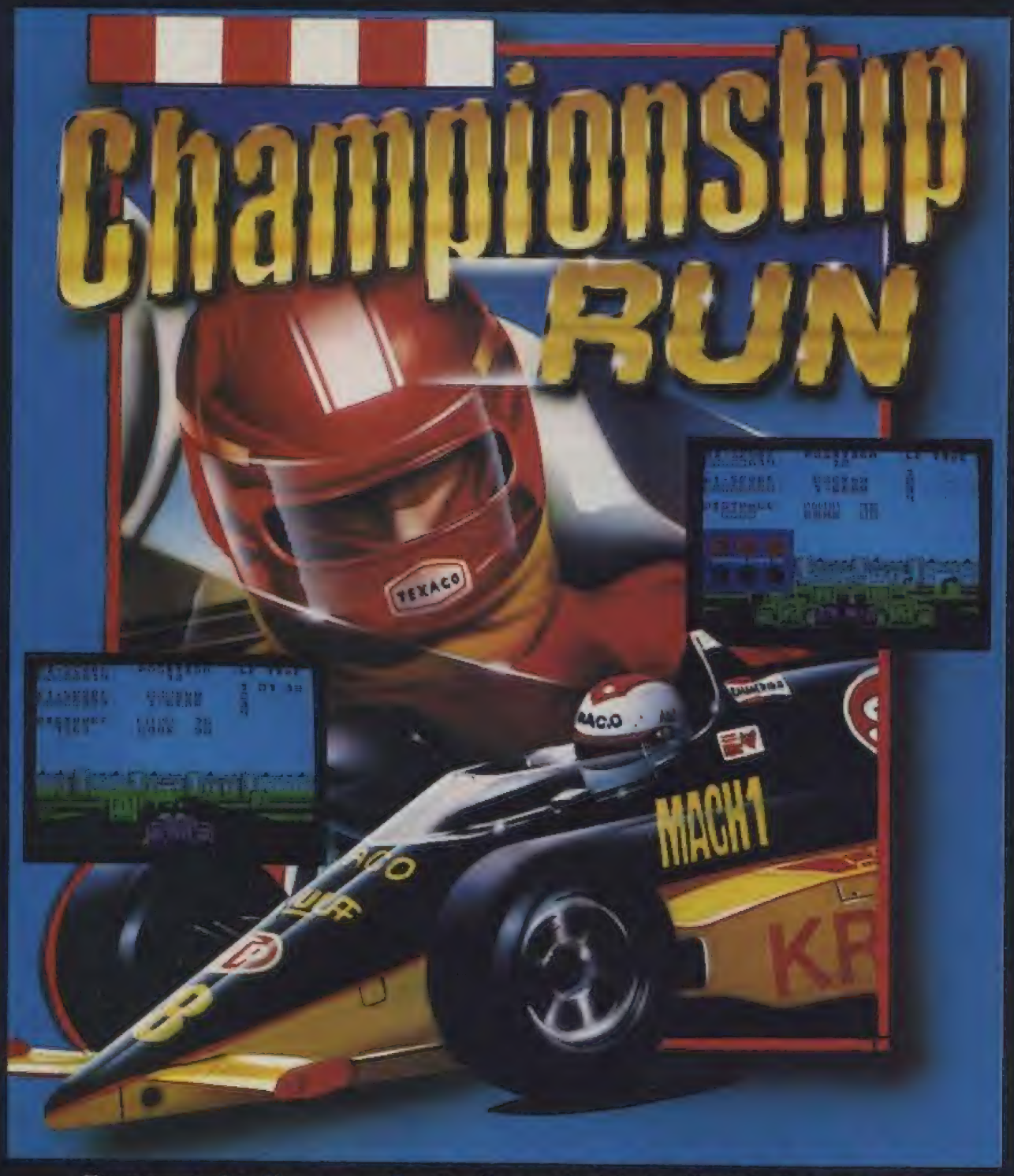
The first few screens are quite simple to complete, it's when you advance to later levels you need sedation tablets to prevent your head exploding! Things can get very frustrating indeed!

Arkanoid — The Rievenge Of Doh is the best *Break Out* game ever — it can't be bettered (dangerous thing to say, Nick —Ed). No Spectrum software ccollection is complete without this game so get it (if you haven't already!).

NICK

RATING

OVERALL 82%



Ever wanted to line up on the starting grid with the World's Formula One Pros ? Well, now you can in the most sophisticated racing game ever seen on the Spectrum. Stunning large graphics portray the action as you jostle for position against the other cars, with only one thought on your mind Pole Position.

Each one of the World's top racetracks has been painstakingly reproduced to bring you the ultimate in speed, accuracy and playability.

Available:-

Spectrum 48/128 £10.99
Spectrum +3 £15.99

CHAMPIONSHIP RUN - *All that's missing is the bubbly !*

IMPULZE

THE HUNT FOR RED OCTOBER

Grandslam ■ £9.99 ■ £14.99

There have been two *The Hunt For Red October* games. The first was based solely on the excellent Tom Clancey novel (essential reading), while this latest offering is based on the recent Sean Connery movie (essential viewing).

The story goes something like this: Ramius (Connery in the movie) is the commander of Russia's most powerful submarine, the Typhoon class Red October. But Ramius is disillusioned with the Russian way of life so plans to defect with the submarine, and has help from the west in the guise of CIA operative Jack Ryan.

The game is split into six sections. The first sees you guiding Ryan, who's dangling from a helicopter, onto the conning tower of the USS Dallas.

When Ryan has landed safely, the scene shifts to a horizontally scrolling undersea section where Ramius has to guide the Red October past Russian subs, depth charges and guided missiles and out to the open sea. You have depth charges, torpedoes and homing missiles to return fire, and a range of bonus items can be picked up on the way.

Once in the open ocean Ryan can transfer from the Dallas to the Red October via a mini-sub. This section isn't quite as finicky as the helicopter drop — you can hit the submarine slightly off target and still survive.

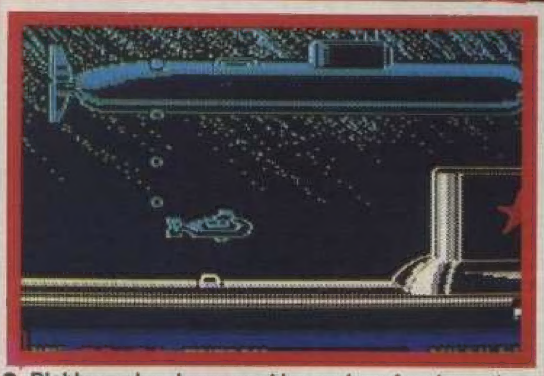
The next section quickly follows with you waggling the joystick like mad to open an airlock. Fail to do so and you'll soon be waterlogged. Level five is another 'blast your way through the Rusky submarines' section as the Red October heads for the good old US of A. But disaster strikes when the chef decides to be a mutineer and attempts to detonate the nuclear warheads the sub carries, so you must stop him in a *Cabal*-style shooting scene.

And there you have it. Sounds packed, doesn't it? Unfortunately, although there seems to be lots to do, the gameplay is pretty shallow. I mean, it's not crap or anything, just a bit easy.

However, the graphics are very good — the title screens look to be digitised and promise a great deal. The sprites aren't digitised, of course, but they're colourful, fast moving and well drawn. It's a real shame the gameplay doesn't measure up to the graphics because both the book and the movie are first class.

If you're looking for something simple and entertaining, this could be it but so much more could have been achieved with this licence.

MARK 60%



● Blobby rugby players and huge plugs for shops that sell software? A definite 32 percenter, wouldn't you agree?

NICK I haven't seen the film but I've seen *Doctor No*, starring Sean Connery — that's near enough (no it isn't —Ed). Graphically this is an excellent game. Right from the beginning, with the digitised pictures from the film, you're given lots of colour and great animation. It's a pity there isn't the gameplay to go with it. The main part of the game is the sub speeding along in a shoot-'em-up situation. You fire lots of torpedoes and hope you'll blow away the enemies. This makes a reasonable shoot-'em-up but nothing earth shattering. In between these levels are sub-games (ho ho!); these are really well done but simple to complete.

79%

● In the depths of the ocean, the Red October blasts its way to Western freedom (and a Big Mac, please)

RATING

Looks good, plays well but lacks depth (a bit odd for a submarine game, don't you think?)

PRESENTATION	85%
GRAPHICS	84%
SOUND	79%
PLAYABILITY	70%
ADDICTIVITY	72%
OVERALL	**70%**

INTERNATIONAL rugby

Micro Value ■ £2.99 ■ Rerelease

Rugby Union is a popular sport. Very popular judging by the amount of budget games that have appeared recently. The latest is *International Rugby*, a one- or two-player action-packed game for all the family (he says sarcastically).

The first task is to ramble through the obligatory option screen, select control methods, amount of players, difficulty level (easy or hard) and either practice or championship games. If you choose practice you enter straight into the match, but in championship mode you can select one of five countries (England, Scotland, Wales, Ireland or France) and battle it out on a league table.

The game is split into two 40-minute halves with the normal rugby rules applying (ie, kick the frag out of opposing players and score trys). The player under control is highlighted, so there's no risk that your samey-looking figures will be confused with each other.

The problem is, it's not very good: small, stick-like players hobble around a green expanse of backdrop. Okay, there's an interest factor with the league table if playing against a mate, but very soon even this becomes tiresome. *International Rugby* was originally published six years ago and today it can't compete with other sports games.

MARK

RATING

OVERALL 35%

ROAR OFF WITH AN ATV FROM ZEPPELIN!

★ WIN! A REMOTE-CONTROLLED BUGGY!
★ WIN! A YEAR'S SUPPLY OF ZEPPELIN & IMPULZE GAMES!

Zeppelin. What sort of name for a groovy games company is that? Hardly anything rhymes with it so you can't invent a snappy catchline for it. Well, erm, the only thing we could think of that rhymes with Zeppelin was 'metal pin', and there's not a lot you can do with that, is there? 'Zeppelin — games more fun that a metal pin.' See? Useless. Anyway, that's not what we're here to talk about.

No, instead we're here to get pretty ecstatic about Zeppelin's kickin' games heading your way. Games like *Stack Up*, the groovy puzzle game that'll have your brains doing back-flips, and *Dirt Track Racer*, the action-packed race game featuring All Terrain Vehicles! So, let's get ecstatic, shall we? *Yayyyy! Hurrah! Whooooppppeeeee...!*

RIGHT, THAT'S ENOUGH

Ahem. If you flick to the preview pages you can catch a glimpse of those two games (they're complete bargs at £2.99, shoppers). Not only do Zeppelin, and for that matter Zeppelin's full price software label, Impulze, have smart games but the people behind it are great too! It's true!

Take Darren Jobling (one of Zepp's bosses) f'r instance. He's great, and sounds just like Vic Reeves (except Darren doesn't have a *Big Night Out* — well, not one he's admitting to). What's going on then, Darren?

'Yoooou would not belieeeeve what's going on round the back there!' No, really? *'There's a great remote-controlled ATV-type buggy sort of arrangement and it's just waiting to be won by some lucky CRASH reader!'* Blimey! Hurrah, eh?

INDEED, 'HURRAH!'

So, there we have it. This is a brill Zeppelin/Impulze compo with £150's (or possibly more) worth of remote-controlled bugginess up for grabs. And that's not all! There are five fantastic runners-up prizes to be won, too! Five runners-up will each win a year's subscription to all Zeppelin's and Impulze's new releases! Cor! So, whenever Zeppelin or Impulze release a game, they'll slam one in the post to you!

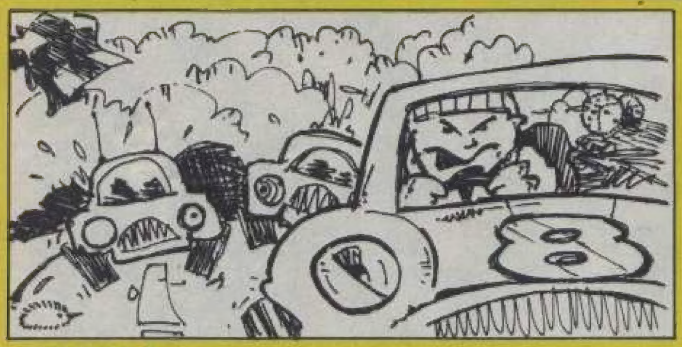
Games planned include not only the two we're previewing this month but forthcoming titles such as *Neighbours*, *Match of the Day* and *Round the Bend*! So, according to their current schedule, a runner-up stands to win around £100's worth of games throughout the year. Super!

● Here it is! This is what you could be playing with if you're the lucky winner! Well, even if it's not *this* one, it'll be one like it. Still worth £150 and generally really fantastic. Okay?

AND THIS IS HOW YOU DO IT

We've got a spot the difference puzzle for you to ponder over. Usual kinda thing, spot the TEN differences between picture A and picture B, ring 'em, fill in the coupon, snip it out and post it off to: NEWSFIELD, ZEPPELIN'S BRILL BUGGY COMPO, CRASH, LUDLOW, SHROPSHIRE SY8 1JW. Entries here by June 20, if they aren't, well, you won't win. Cheerio, then.

PICTURE A



PICTURE B

NAME.....

ADDRESS.....

.....

..... **POSTCODE**.....

NEXT MONTH

Two very important things are happening (so listen up)

FIRSTLY:
ANOTHER WHIZZO DOUBLE-TROUBLE TAPE ISSUE!
Hurrah! It's true! It most certainly is — another two cassettes stuck to the cover featuring some delicious items for you to load up into your Speccy! You won't believe what we've got lined up for you (so there seems little point in telling you). You'll just have to buy the next issue!

SECONDLY:
CRASH MAKES A VERY SPECIAL ANNOUNCMENT!
Of mindboggling proportions! Remember all those things you asked for in the Crashtionnaire? Well... Next month, folks!

AND THEN:
All the usual bits and pieces to make up the scrummiest Speccy mag around! Reviews of the month's top games! Previews of forthcoming thrills! Tips to help you bust those tricky games! Brilliant top-prize compos! And so much more!

CRASH 90 — THE JULY ISSUE SCREECHES INTO A NEWSAGENT NEAR YOU ON 20 JUNE! BE THERE AND PICK UP A COPY (AND DON'T FORGET TO PAY FOR IT)!

SAM MISSION

STARDATE...DECEMBER 1990...
Co-ordinates set for mission launch....
SAM Coupé in 70 UK shops....

STARDATE...JANUARY 1991...
Launch of 1Mb memory expansion, SAMbus and MasterDOS....

STARDATE...MARCH 1991...
Coupé sighted in Poland, Portugal, Denmark....
"The Messenger" opens new Spectrum/SAM relationship.

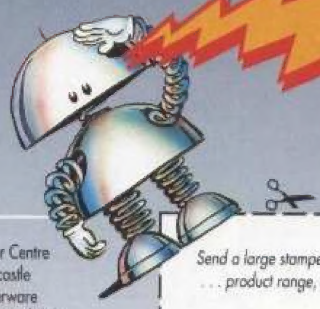
PRIORITY ONE MESSAGE...
SAM COUPÉ WITH 1 DRIVE
NOW **£199.95**
256K Memory - 780K Disk Space - 128 Colours - 6 Channel, 8 Octave Stereo Sound - Flash Art Package - Disk Utilities - Mouse Port - Joystick Port - Light Pen Port and Midi all included - Suitable for T.V. or Monitor.
...CONTACT MISSION CONTROL FOR LATEST PD SOFTWARE NEWS...

LATEST SIGHTINGS:
Klax, Escape from the Planet of the Robot Monsters, Midi Sequencer, Quizball....

MISSION OBJECTIVES: TO TAKE THE SAM COUPÉ TO EVERY CORNER OF THE UNIVERSE, SPREADING WISDOM, KNOWLEDGE AND PLEASURE...

KEY CREW - TEAM SAM

SAMCO . . . 0792 700300 . . . Mission Command
ENIGMA VARIATIONS . . . 0423 501595 . . . Programming and Data
PET ELECTRONICS . . . 0639 885008 . . . Damage Control
FORMAT PUBLICATIONS . . . 0452 412572 . . . Counselling.



CAPTAIN'S LOG...
UPDATED WEEKLY.
PUBLIC ACCESS
ON 0898 299380.
calls charged at 44p (33p off peak) per minute

GROUND SUPPORT

SRi Micro Systems - Watford
Hi-tek - Bexleyheath
Arco - Dartford
1066 Software - St. Leonards
A & C Computers - Farnborough
Coumbia Computers - Bournemouth
Estuary Computers - Southend
Computer Games Shop - Newport IOW
GC Electronics - Consett
YVI International - Reading
Baytree Bookshop - Waterlooville
Holburn Software - Aberdeen
Long Eaton Software - Nottingham
Computer Wize - Sutton Coldfield
Comtazia - Walsall
Daval Electronics - Peterborough
Scunthorpe Computer Centre
The Micro Shop - Glasgow
Mag Components - Birmingham
Premiere Computers - Dublin
Peterlee Computer Centre
Microtyne - Newcastle
Alnwick Computerware
Scan Computers - Rochdale
Errington Computers - Spennymoor
Bolton Computer Centre
Microsnips - Wallasey
Discaland - Doncaster
Simply Software - Hull
Software Emporium - Norwich

1 2 3 4

Send a large stamped addressed envelope to Mission H.Q. for further data . . . product range, software, specifications, prices and dealers.

Name .....
Address .....
.....
.....Post Code .....

SAM Computers Limited, Lakeside, Phoenix Way, Swansea Enterprise Park, Swansea. SA7 9EH

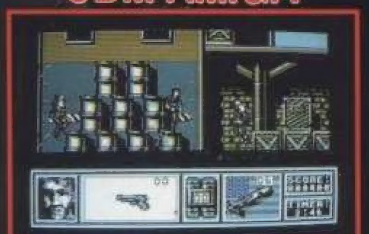
AMERICA'S TOP SECRET WEAPON

Super-charged super-fighters who risk all defending America against the world's deadliest forces.
A combat unit of indomitable strength and courage.
A rescue team of unparalleled skill and daring.
THE BEST OF THE BEST

NAVY SEALS

AVAILABLE IMMEDIATELY

SPECTRUM
AMSTRAD
COMMODORE
ATARI ST
CBM AMIGA



A non-stop, action-packed arcade style thriller based on the heroic missions of the world's most elite, superbly trained commando unit... the U.S. NAVY SEALS.
You have a number of p... missions to complete. Out-manoeuver the enemy, destroy hostile missile sites and rescue the hostages.
You begin with the briefing you may end with a victory.. it's the middle ground that hurts!

ocean®

OCEAN SOFTWARE LIMITED
6 CENTRAL STREET
MANCHESTER M2 5NS
TEL: 061 832 6633
FAX: 061 834 0650

ORION PICTURES CORP.
© COPYRIGHT 1990